

The Australian **COMMODORE & AMIGA** *Review*

Morphing



Software



Guide



New York World of Commodore Show Report
ProPage 4.0 Reviewed · Education · Games

New Prices, new Dealers, same Quality!



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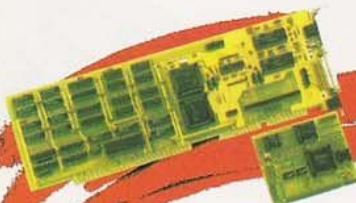
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FM+Prism 24

24 bit framebuffer extension for the FrameMachine allows realtime video display on the Amiga! Connect an ED-Genlock and you'll have a video mixer with outstanding features!

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28 minutes about desktop video.
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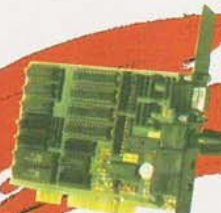
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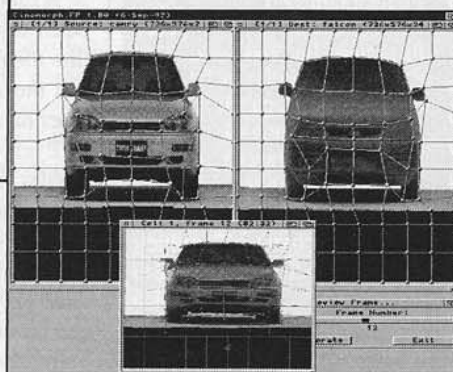
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Editorial

Amiga 1200s and 4000s are moving fast. In fact, demand has outstripped supply. Of course, success is not without its small hiccups. A number of early A1200s were shipped with a faulty batch of hard drives.



The good news is, the problem has been fixed. Apparently a batch of hard drives which didn't meet the original specifications ended up inside a chunk of the first A1200 shipment. By

replacing the drive with a different brand the solution was immediately at hand.

A1200 owners are reporting a dramatic increase in speed when fast RAM is added to the machine. Because chip RAM (the memory used by the graphics chips) is shared by the CPU and the AGA chips, it's inherently slower. Fast RAM on the other hand is exclusively for the CPU.

Everyone I know who has an A1200 loves it, despite any hassles they might have had at first. It's fast, the graphics are great, and it's expandable. There's some great add ons in the pipeline - watch for a write up next month.

This month, we share a user's tips and views on getting into the A1200, as well as an exhaustive list of those games which do and don't work on this new machine.

In case you're wondering, compatibility is a two fold problem. Sometimes software writers don't follow the rules and sometimes the hardware responds differently to previously safe methods of doing things. So, it's really up to software developers to ensure compatibility with future products by following Commodore's guidelines. Fortunately, many are doing this and the growing list of A1200 compatible games is proof. More exciting is the news that we can look forward to more and more AGA aware software in the future, including games!

Commodore have a few small improvements planned for all their machines over the coming year. For the moment, we've seen the major improvements. If you're thinking of upgrading, now is the time. We've got top class operating systems, a fast selection of value for money machines which offer the best graphics on a desktop computer and built in sound. There's no sound cards to fuss with, video drivers to worry about or possible confusion as to which interface to use. Meanwhile, in the PC world, Windows NT, OS/2, Geos, MS-DOS 6 and others are battling for the pole position. Issues relating to software compatibility are mounting and some are suggesting many users are about ready to freeze any ideas of moving ahead because of their sizable investment they have in existing software.

This is a valid issue and one which Amiga-wise we're very interested in clarifying. Our list of compatible A1200 software must be continually updated. If you can add to it please contact us with details. Just prior to press time we were handed a disk which enables the A1200 to run Workbench 1.3. This disk should be available through PD suppliers by now and will dramatically improve compatibility with older software.

Andrew Farrell

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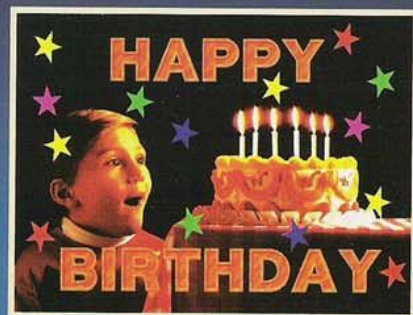
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UPDATE COLUMN

Good news! The Alfascan Colour Hand Scanner for the Amiga has now arrived. Quite surprisingly it comes complete with Optical Character Recognition Software as well and can be used in black & white, grey scale or full colour mode. This scanner supports 4096 colours and can do up to 400 DPI in 100 increments. It is supplied with a metal interface box with printer pass through port and requires a minimum of 1 meg memory, but if you are going to use the OCR then you really need 2 - 2 1/2 meg on a hard disk. It is of course compatible with nearly all painting and publishing programmes.

1. We have had a number of phone calls asking if upgrades are still available for Wordworth and Amos, and the answer is yes. You can upgrade from Amos the Creator to Amos Professional for only \$106, (inc postage & handling) and you must send in the front cover of your Amos Creator manual.

2. You can upgrade to Wordworth 2 AGA, which is the very latest version with the Agfa fonts and AGA compatibility. The price for this upgrade, which can only be made from Wordworth itself (not from any other word processor) is \$150, incl postage & handling. In this case the full version, manual and all, must be sent in with your payment. I know I have mentioned these in previous columns but it seems not everyone has absorbed the information.

We have been asked by both retailers and consumers as to why we no longer bring in the Alfascan Expansion Board with 2 meg on board. The reason is that it is cheaper for you to purchase the 2 meg version with 512K on board and add the chips as you need them. This is very easy to do and works out much cheaper.

Finally, let me remind you that we are only too happy to send out our lists of software and accessories for both the C64 and the Amiga. It is well worth your making the phone call to us to get one of these lists as:-

1. There are many older but excellent products which the retailers don't keep in stock and that you may not realise are available, and
2. If you are a C64 owner then, as you know, very few retailers hold any stock at all, so give us a ring.

Pactronics Pty Ltd, 98 Carnarvon St, Silverwater, NSW (02) 748 4700

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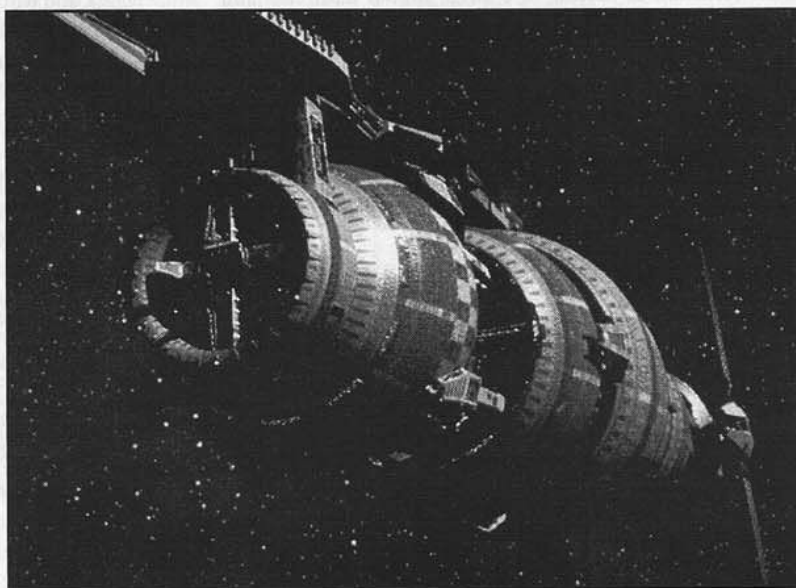
Ram Rumbles

Babylon 5

If you're glued to the TV on Tuesday night at 11.30 waiting for the crew of Enterprise to open a channel or up shields, then you'll be glad to know a new space series is in the works which promises to be just as captivating. *Babylon 5* is Warner Bros new space opera series - from the buzz it sounds like the thinking man's *Star Trek*. The reason Amigoids have been raving about it is that it uses Amiga animation and Video Toaster graphic effects extensively - we'll be surprised to see it on Australian TV any time soon but keep a look out!

In the meantime check out the snap shot on this page.

Babylon 5



A1200 Sound

Here's a cute little undocumented feature for you - connect only one RCA audio lead to the A1200 - to either left or right connector - and all four sound channels, instead of the usual two, will be sent down that one wire. Of course it's still mono, but at least you hear everything!

CompuPal Address Change

The CompuPal Victorian pen-friend user group, listed in the Annual, has changed its address to 116 MacArthur St, Sale, Vic 3850. If you can't get to regular UG meetings because of personal or job commitments, CompuPal could be the mob for you!

Amiga Spotting

Jamie Norton of the A.N.U. Canberra, and Darren Healey of Mt Pleasant NSW both spotted an Amiga in the movie *Toy Soldiers* - nicely done, but we're afraid you failed the speed test; people mentioned that one when the movie premiered on TV, some time ago. But heck, your name's up in lights anyway!

Next month, more media moments with the Amiga.

SCALA

**Everybody's talking multimedia revolution.
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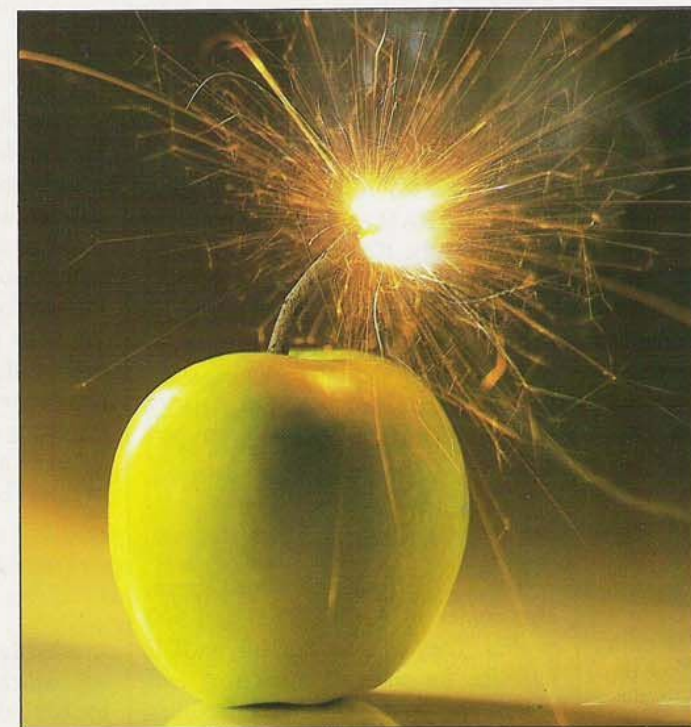
A revolutionary new plug & play system, for the integration of laserdisk, still video, MIDI, or CDTV sound in your Scala presentation. Extra EX'es, such as 24 bit graphic support and VCR control are also available.

Scala Wipes

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Scala Shuffler

Instant viewing of your whole presentation! You can see up to 112 pages at one time. Simply shuffle them around with the mouse!

Scala Snapload

A series of advanced techniques make Scala load and display pictures and animations faster than any other package!

Scala Buttons

Creating interactive hotspots has never been so easy! Scala MM200 even includes full support of variables.

Scala LINGUA

The multimedia language Lingua with its close link to AReXX puts the advanced user in total control!

AnimLab

With this bonus program you can make your animations play up to four times faster!

The press writes:

"The word multimedia has been battered and misused... Scala on the other hand, know exactly what multimedia is and what to do with it!" *Amiga User International (UK)*

"...the best program in show business." *Amiga Format (UK)*

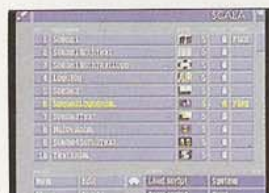
"Scala MM200 is the kind of software that many serious users simply can't afford to be without." *Amiga Computing (UK)*

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SCALA
Why make it harder?

NOTEPAD

Fighter Duel Pro Flight Recorder

Jaeger Software are the makers of *Fighter Duel Professional*, a fast and fun WWII dogfight simulator with way too many features to mention here. They've now released the accompanying *Flight Recorder*, which allows you to trace the aerodynamically correct paths of several aircraft and save them as object movement data for *Imagine 2.0*, *Impulse 3D*, *Vista Pro* and *Videoscape/Lightwave*. Imagine moving that corporate logo by flying around the sky - FAR simpler than tapping in a billion numbers and, dare we say it, more fun ... See your local Amiga dealer.

NoteBook

Black Belt has been mail bombing the media about its new *NoteBook* program, a versatile replacement for the paper notebook with unlimited nameable pages, drawing tools, great speed, clipboard support, flexible graphics ... Of course, it remains to be seen if such

a bundle of bells and whistles is actually much good for anything.

Z3 Fastlane for 4000 Users

The new Z3 A4000 SCSI-II interface/64Mb RAM expander for the 4000 has joined the ICD Trifecta controller in the A4000 SCSI-II market. SCSI-II offers more speed for hard disk users and the possibility of exciting new expansions using the improved capabilities of the extended SCSI bus. The Z3 sells for \$995 from Phoenix, (08) 293 8752.

Trifecta

The ICD Trifecta, mentioned above, also comes in A2000, 2500 and 500 models. They all offer SCSI-II, an IDE interface for cheaper drives (but less speed) and RAM expansion facilities up to 8Mb. The Trifecta 2000 LX costs \$425. For more information and possible news on the A500 version call Ami-Tech on (02) 544 1874.

DMCSII!

Deluxe Music Construction Set is a program almost as old as the Amiga, and it shows. Slow, hard to use, compatibility problems. All this will change when DMCS II hits the streets. It's been completely rewritten, using none of the old Amiga code, and now offers a completely new interface, ARexx interface, compatibility with AmigaDOS 1.x, 2.x and presumably 3.x, far better music printing, more efficient memory use, a freely distributable player, localisation, full MIDI compatibility and

3rd party hardware support, a whole new music format (CMUS, not the ancient SMUS!) and the ability to import several other music formats - though not *SoundTracker*. DMCSII was originally announced last year at the same time as the A4000, but has taken some time to actually emerge. DMCS has been crying out for big changes for years - finally it looks like they've come.

For more information ring Electronic Arts (075) 911 388.

SuperJAM! 1.1

Still on matters musical, the acclaimed "music program for the rest of us", *SuperJAM!*, has hit v1.1, with stereo instruments, chord creation, the melodically named Eas-o-matic MusicMaker to speed composition, more complex Styles, and a reworked interface. *SuperJAM!* 1.1 retails for \$US149.

Blizzard A1200/4

Phoenix Microtechnologies now have in stock the Blizzard 1200/4 board, which fits in the A1200's trapdoor expansion and gives 4Mb of 32 bit fast RAM as standard - expandable to 8Mb with a daughterboard - and also offers a math coprocessor socket. It comes from the same people who produce the excellent Blizzard A500/2000 16MHz accelerator/expander, and will give a similar factor of acceleration - adding fast RAM to a 1200 makes it almost twice as fast. The price? AUS\$599.

MicroBotics 12 A'Clock

Also for the 1200 is this new product, which gives the 1200 the battery backed clock it really should have been given in the factory. It mounts on the 40 pin header on the motherboard, so doesn't interfere with any other expansions; uses functionally no power and costs \$US34.95.

PHASAR 4.0

This accounting system has been well received worldwide, and is generally accepted as providing power without turning you into a typing android. The latest version is now available in Australia, with upgrades from previous versions to the latest, 4.08, coming in at \$US34.95.

New Studio 16 Modules

SunRize Industries has released three new modules for the *Studio 16* package. Two of them have to do with the NTSC



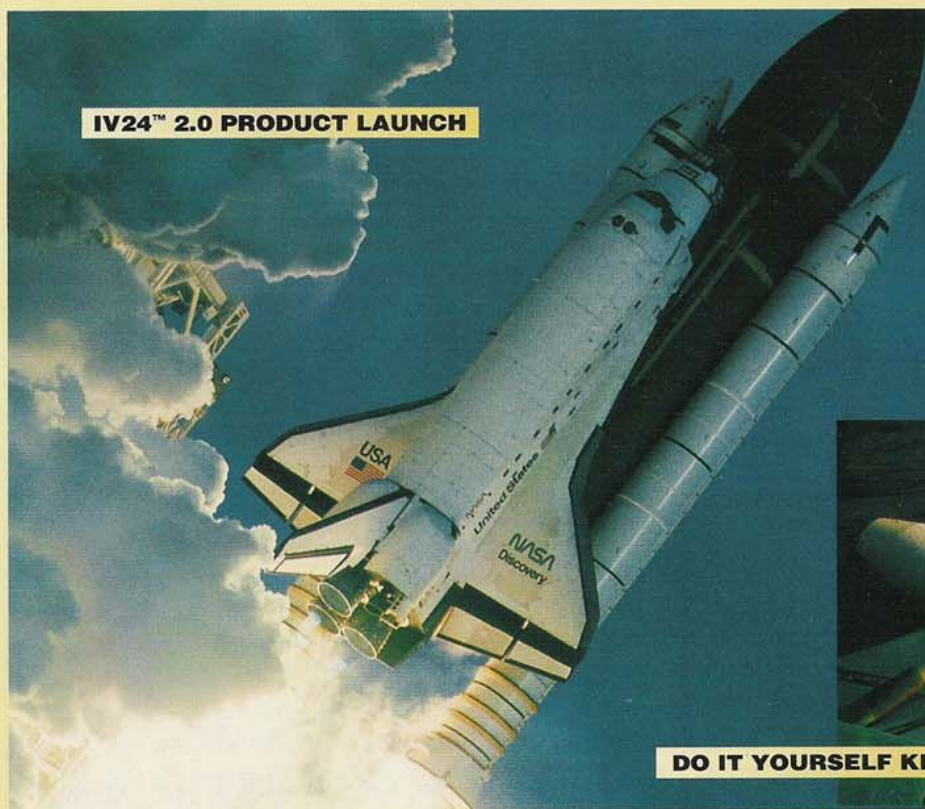
A 2000

A 3000

A 4000

IV24™ 2.0 PRODUCT LAUNCH

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TV Paint Junior	\$455	ProWrite	\$125
NEW IMAGINE OBJECTS DISKS	\$29		
ArtDep Pro	\$310	ArtExpression	\$269
Imagine 3.0	\$CALL	PINBALL Dreams	
Wing Commander	\$99	Call for more!!	

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Video Toaster package, which virtually nobody in Australia
uses, but the third, SMPTE Output, is a combination SMPTE
generator/monitor that also outputs LTC time code on the
Amiga's audio out. It allows *Studio 16* to stripe time code
onto a tape, or generate time code in real time, so *Studio 16*
can now act as a master.

For more information call AmiTech on (02) 544 1874.

TruePrint/24

This is ASDG's new baby, a utility which lets you output
24 bit-plane color or 8 bit-plane gray scale images on Pref-
erences supported printers - as opposed to the previous
4096 colour/16 grey level limit. It offers printing in any size
(by tiling individual pages); can print from disk to save
memory, and will even print on character only printers like
daisy wheels. TP/24 runs under 1.3 and 2.x.

Wordworth v2 - AGA

Digita International has released this latest version of
Wordworth, which offers support for all Amiga screen modes
including AGA right up to HAM8, the ability to import 256
colour PCX files and palette sharing. According to Digita it
also prints faster. For upgrades contact Pactronics on (02)
748 4700.

GPFax/FCII Clash

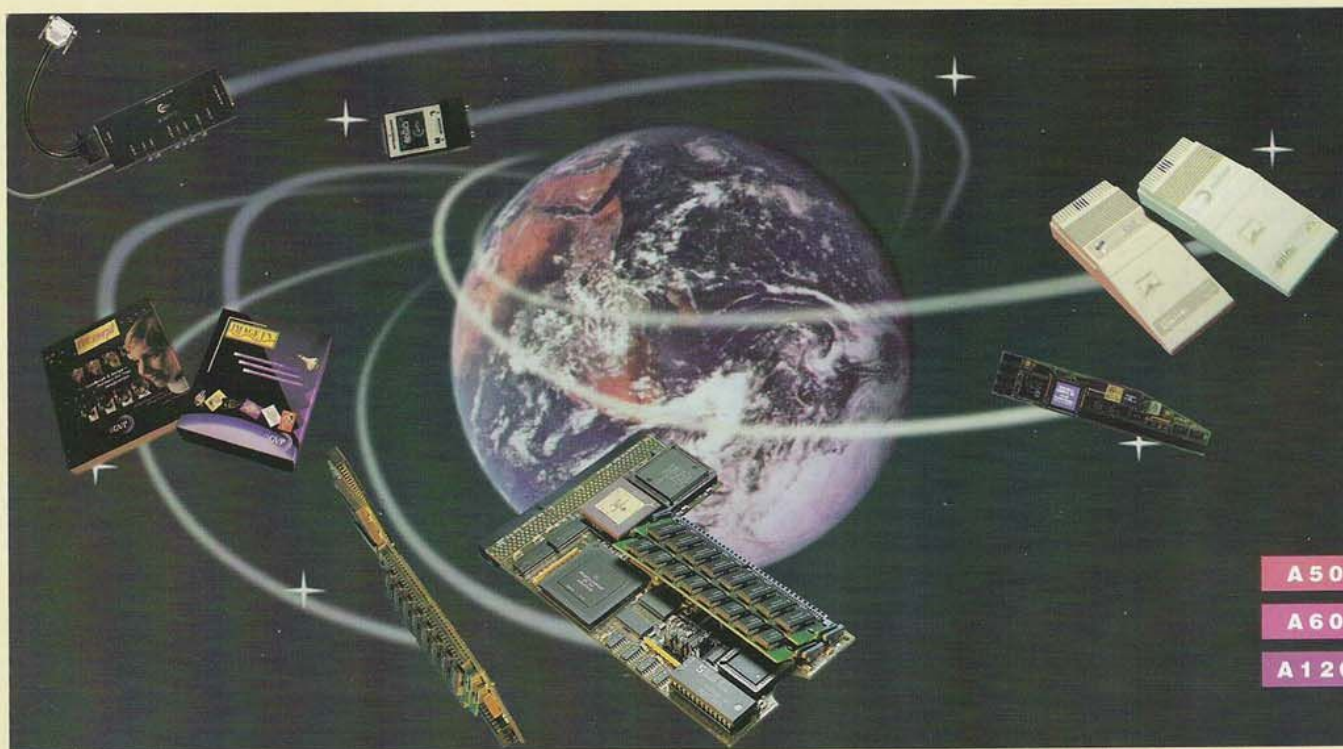
If you own a recent version of *Final Copy II* (Release 1,
Sep 26, 1992) and have been trying to use it with *GPFax*, it
might not be working. This is NOT a problem with *GPFax*,
it's *Final Copy*'s glitch, and has been fixed in more recent
FC versions. It never occurred with the British version of
FCII. GPssoft's fax on the subject was rather scathing about

Lightworks Graphics Synthesizer

This software/hardware package aims to allow real-
time manipulation of graphics in the same way that
traditional audio synthesizers manipulate sound. In
essence, it's a graphic presentation package which in
addition to the usual wipes and fades offers real-time
interactive control for the operator of event timing and
nature.

It can be controlled by MIDI, analogue audio audio
and conventional keyboard and mouse, along with
eight internal timers and configurable sliders on the
hardware module. On top of that there's animation,
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It retails for \$US599.95 from Euphonics at 2685
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* A BIG hello to ROBERT!

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SoftWood, the makers of FCII, who seem to have intentionally done their utmost to annoy GPFax users ...

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MEDIA-FLEX

Color Computer Systems has scheduled May as the release month for this new standalone non-linear editing system incorporating JPEG and MPEG video compression, broadcast quality video at 720x576 resolution, eight 16 bit audio tracks, 2D and 3D graphics, titling, DVE's and image compositing/morphing. It's not for the shallow of pocket, weighing in at up to \$40,000 without options, but for that you get a power video system which can store 1.5hrs of SP Betacam quality along with 4hrs of Cd grade audio, and which can happily feed Amiga, Mac, PC or Silicon Graphics machines.

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Aladdin 4D

Adspec has announced *Aladdin 4D* v2.1, a free upgrade for all registered

users of this powerful raytracer. Improvements include greater speed, up to five group levels for each polygon, four new line types, AGA support and the ability to read Art Expression EPS files. *Aladdin 4D* 2.1 retails for \$US499.

Sorry for Being Sorry Department

Yes, for the first time in this magazine and maybe in publishing history, we're apologising for an apology. In the March issue we apologised to Kaotic Concepts for not saying they supplied the review copy of *Chinese Audio Gallery*, reviewed in January; we retract that apology, since it actually came directly from FairBrothers Inc, the manufacturers. The sole authorised distributor for FairBrothers in Australia is Mallee Public Domain (Mallee Software). Sorry for apologising, or something. □

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Letters TO THE EDITOR

Each month we publish the most interesting letters we receive. Think of it as an open forum where you can view your opinions, share ideas or ask questions. Around 100-200 words is a good length. The contents may be edited for brevity, accuracy or legality. If you don't wish your name and suburb to appear, please say so at the end of your letter.

Do we still publish Commodore Review?

Hi! My name is David Prohin and I just want to ask you one simple question, "Do you still publish *Australian Commodore and Amiga Review*? and if so how do I subscribe?

I found one of your magazines accidentally while I was helping someone move house, it was published in 1989. I didn't know where it came from and I checked all of the local newsagents but found none. Please help me, from what I've seen it's a great magazine and just what I need.

*David Prohin
Alice Springs*

Ed: Well David, I'm happy to inform you we still publish *Commodore Review*. In fact, we're now into our tenth year! Subscribing is a great way to make sure you get a copy every month no matter where you live.

Pen Pal Wanted

I've been using my Amiga for about a year now but I still only know two other Amiga users - and they live interstate! I've decided to seek other users in

an attempt to broaden my horizons etc. And so I ask, can you help me?

Have you information about user groups and the like throughout NSW? I am also interested in corresponding by mail/disk with users far and wide on such subjects as programming (any language) and strategy/role playing games. To this end I include my full address in the hope that a kindred spirit will spy it in your magazine and decide to drop me a line. How about it, Amiga users?

Oh, and I like your magazine a lot, but how about some more advanced programming articles occasionally?

*Andrew Scott
73/74 Kent Rd
Picton NSW 2572*

Ed: We publish an updated list of user groups in our Annual, and various alterations to specific group details throughout the year appear in *Ram Rumbles*. We decided to limit our coverage of programming languages to those which are easy - namely *CanDo* and *AMOS*.

Maxiplan and Imagine

I read George Kimpton's review of *MaxiPlan4* in *ACAR* September 1992,

with interest. I would like to alert prospective purchasers of *MaxiPlan4* to the following:

1. The assign statement included in the manual is incomplete; it has to be extended to include the name of the drawer in which the program resides.

2. It would appear that the program is not fully compatible with *Workbench 2.0*. Attempts to use the *Palette* requester will result in an error message and a need to reboot the computer. *Amos Bannister*, Technical Support, The Disc Company Pty Ltd, has assured me that he will investigate the matter as soon as he can gain access to an Amiga which is equipped with *KickStart 2.0* ROMs.

On a brighter note, users of *Imagine 2.0* (reviewed in *PAU*, February/March 1992) who, like myself, regard the manual as an inappropriate form of reference may be pleased to know that a suitable substitute is now available. The book, *Understanding Imagine 2.0*, is published by *Apex Software Publishing, USA*. My source was *Software Buyers Service*, PO Box 486 Box Hill Vic.

*Ron Upton
Yarrambat, Vic*

Amiga 1200 Pricing Disparity

I am curious as to why the A1200 in Australia is \$1499 but in the UK the RRP of the A1200 is 399 pounds, or only \$817! Doesn't this indicate some serious profiteering on the part of Commodore? To add insult to injury, in the USA the A1200 is US\$400, or \$A565! Are we being ripped off or what? This discrepancy becomes even more confusing when one considers the fact that the A4000 is similarly priced in Oz and the UK. Do Commodore ship their A1200s out from Scotland in the Penthouse suite on the QEII?

*Cameron Dry
Tathra NSW*

Ed: Good question. They pay 18% V.A.T. in the UK, we pay 20% sales tax here. So, it's not likely to be that. However, perhaps it is the fact you've quoted the price for an Amiga 1200 without a hard drive in the UK against than cost

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of one with a hard drive in Australia. Street price for the A1200HD is around two hundred dollars less the you quote. In the UK street price for an A1200 with HD is around 250 pounds more than you quote. A little more comparing and I'm sure you'll agree Commodore are not shipping the A1200 on the QEII. In fact, right now they're having a darn tough time trying to keep up with demand. I guess no one else has a problem with the price.

A Pointless Spotting

I've been reading ACAR for nearly three years now (wouldn't be without it. Thanks). A segment which has intrigued me has been the 'spotting' article. I've never seen a lot of point in it.

Having said that, I'd like to submit a 'spotting' of my own: I was in Grace Bros, Penrith, recently, and of course I was browsing through the computer department. A number of models were on display and quite a few interested people were about. I heard a small voice pipe up 'Hey, Dad, look at this one. Yuk, it's making my eyes go funny. We won't get this one, hey'. Naturally I went round to have a look. It was a demo for the A1200 and it was a disgrace. The A1200 was connected up to a 1084S monitor and a brilliant demo was ruined by the dreadful flicker. An Amstrad next to it positively sparkled.

I think you'll agree it's about time someone at Commodore took steps to stop this careless attitude by dealers. It isn't the first time I've seen a shoddy Amiga display. I don't normally get involved in these kind of letters, but I had to tell someone to rid my frustration."

C Maguire
Lawson, NSW

Ed: Actually, your spotting fits more into our letters column. The spotting column records the many interesting uses to which the Amiga is being put along with those meaningful moments when it graces the silver screen or sneaks into TV land. It all goes to furthering the cause of Amigadom.

Your spotting has recorded a not so glamorous moment in the Amiga world. May all concerned take note.

A1200 Hassles

Thank you for a great magazine. I have been a reader now for about two years, ever since I got rid of a ridiculous TRS 80 and bought an Amiga 500 which has been upgraded to 1 meg, an extra drive and recently I have added a modem. But the time was right to upgrade again. After reading the reviews on the new 1200 HD I decided to invest in one. With \$1200 in my hand I went to one of the larger electrical retailers and bought one.

Anyway I took my new machine home, unplugged the old faithful 500 and set up the new 1200. What a difference, the reviews were right. It was like stepping out of a T Model and into a Ferrari. Everything happened so much quicker and the WorkBench 3.0 looks and feels great.

This is where my problems began, ninety minutes of looking, trying and exploring, and the machine packed up. I rang the Hot Shots help line and was advised that the hard drive had crashed and to take it to a repairer. I did this that very afternoon, to an authorised repairer that I have used before and had great service from. They confirmed the hard drive was un-serviceable but they didn't have any spares. I rang the repairer the

next day and was told that Commodore would take three days to get any spares to them, I found this unacceptable and rang CBM myself to tell them so.

It seems now that I was fobbed off with a story that I would be given a new machine and it would be delivered to the repairer. I am still waiting for something to happen.

NINE days ago I parted with \$1199 to get what looked like a great computer but all I have is a lump out of my bank account, an ever increasing phone bill and a computer that is sitting in a repair shop.

I think Commodore should get its act together. Anyone that buys an electrical appliance or anything for that matter expects more than 90 minutes use from it before it breaks down. Doesn't Commodore have a quality control programme, don't they want happy customers? I know I am only one customer and I might just be the only one that has these problems with the new 1200s but surely Commodore can do better than this.

Hopefully I will have my machine back by the time you read this."

Chris Alton
Revesby

Ed: Apparently a batch of Amiga 1200s snuck through with a hard drive unit that was later found to be faulty, the hard drive manufacturer's fault in part and certainly some blame attaches to Commodore. The problem has been fixed and yes, hopefully you have a new machine by now.

Teething problems with new computers are not uncommon. Indeed, Amstrad suffered a similar disaster on a much larger scale with one of their new PCs. □

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Professional Page 4.0

Desktop Publishing with a touch of magic

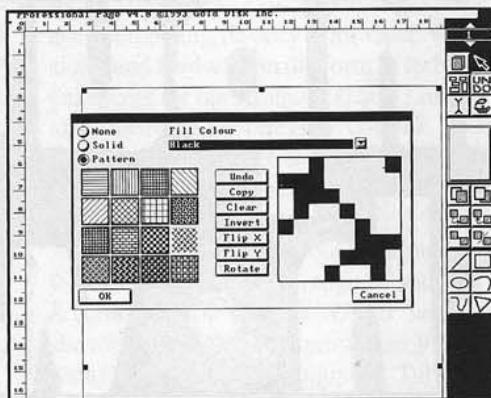
For professional desktop publishing there are two choices; Pagestream or Professional Page. Does version 4.0 of Professional Page put it in front? Andrew Farrell answers.

Of all the things you can do with a desktop computer, desktop publishing offers the most immediate savings in time and money. It also offers creative minds control over the entire production process. This weighty benefit can spell disaster for the inexperienced, or success for the wise. I'm a firm believer that good design is one which effectively communicates your message. So, in judging the performance of a desktop publishing program, I look for features which make achieving this objective easier.

As well as being editor of *Australian Commodore and Amiga Review*, I'm also involved in creating advertising and business communication for a number of companies - most of them outside of the Amiga industry. Although I prefer to produce multimedia presentations, much of my work is for print media. So, I'm a day-to-day user of desktop publishing software.

At our office, we have to meet some pretty heavy demands. Using the Amiga, we've been able to perform some very interesting results, meeting time frames which would virtually have been impossible using another computer platforms unless we invested in several additional machines. Most of our work is performed using *Professional Page*. To give you an example of the power of this program, I'll let you in on a simple task I perform on a regular basis and how this program has made it easier.

Very often the final corrections to a full page colour advertisement might be finished late at night. We're talking the



Pro Page 4 includes a new Fill requester much like Page Setup

wee small hours of the morning. Tight deadlines often necessitate you stay up and get it done. A few months back, when the page finally printed just the way I wanted, I used to make a coffee and prepare for the mundane task of getting the design to an output bureau.

You see, these bureaux output our Amiga pages to film. The film is used to make the plates from which the printer can print. The process is simple. You alter your page settings to suit the Linotronic Imagesetter. Then you set a whole lot of special angles and densities for each process colour. You make sure a few other settings are correct and then you output your finished design to postscript. The postscript description of the page is a huge ASCII file, sometimes filling many tens of megabytes. This may take some time, depending how fast your Amiga is - sometimes over an hour for a page containing several large photos.

At this point I used to take a short nap. When I woke up, it was time to compact the resulting postscript file. I entered a simple command from the SHELL or used *Directory Opus*. Once again, compacting took some time, so I took another nap.

Finally, several hours after I actually finished the design, I was ready to call the bureau and upload the file. Hopefully the line is free. Once my compacted postscript file (usually LHARced) was on its way to the bureau, I tumbled into bed.

But not any more! Enter *Professional Page 3.0* and an amazing feature called the Genie. This wonderful function lets you create a script file to perform many functions within the program automatically. The aforementioned task was a good candidate. Genies are actually AREXX scripts, so I could also talk to other AREXX compatible software. Just what I needed.

The Professional Page Solution

When my design is finished, I select the Genie tool from within *Professional Page*. This opens a list of genie scripts. I now have many, some of which I wrote myself. One is called Film2Lynos. I choose it and then I go to bed.

The script takes over. It sets up the page correctly for output to film, including all the necessary angles, density and related settings. Then, the page is output to postscript. Next the postscript is compacted using LHA. Now, when that is done, the script quits my

GPFax software, runs a terminal program and calls the Lyno bureau's modem.

By now I've been pushing Zs for over an hour and my Amiga is still working hard. The script uploads the compacted postscript, hangs up the phone, quits the terminal program and re-runs the fax software. I have one function left to add and that is to have the fax software automatically fax the bureau an order to print my film.

Genies have saved me many hours. They've also given me back more of my night. This is a good thing. Genies also perform many other useful functions, and you or any other user can write your own. No other Amiga desktop publishing program has anything which approaches this single feature. It's a great reason to use *Professional Page 3.0* or higher.

Version 4.0 - What's New

With the arrival of version 4.0, Gold Disk promised lots of new features. Well, for the most part they've delivered. Font handling is improved, AGA support has been added, text and graphic importing is far more powerful and simpler, you can sort pages, use fill patterns and there are additional text styles. User defined magnification has been added, as well as handy post-it-note style comments on pages. There's a hot-linked graphics editor and a faster feel overall. Version 4.0 has quite a lot to offer 3.0 owners looking to upgrade.

Installation and Documentation

Gold Disk use Commodore's own Installer program. I found running the installation was fairly painless, although some users have reported problems associated with over-writing old installations of version 3.0. The trouble seems to stem from the PAGE.INI file found in the S:



The Font requester has been enhanced to include a preview button

directory. If you have problems, delete your previous version including any AS-SIGNS and start afresh.

As usual, only a Supplement Manual has been provided. The version 4.0 manual replaces the 3.0 supplement. You'll still need your large 2.0 manual. Frankly, I think it's time we had a new manual. The supplement is very light on, with some features explained in just a couple of paragraphs. There's no index, but the contents list is useful.

Font Support

Pagestream owners have always proudly boasted how many zillions of

The new Kerning control requester allows individual letter pairs to be adjusted and the settings for an entire font saved



fonts they have access to. Since version 3.0 of *ProPage*, Gold Disk have also offered access to both Adobe and Compugraphic fonts. With the arrival of version 4.0, the separate Font Manager utility will now convert any Macintosh or PC Adobe Type 1 font to CG format. This means you can use these fonts under Workbench 2.x and higher, and of course within *ProPage*.

We tested a huge number of fonts, and unlike the version with *ProPage 3.0*, Font Manager 1.1 successfully converted all the fonts we tried. You can also convert Compugraphic

fonts bought directly from AGFA to Amiga format. The bottom line is, you now have access to any font you need. Compuserve, a dial-up information service, offer over 1,300 fonts on-line ready to download. *Professional Page* users can now use any of these fonts, and with Font Manager and the Workbench 2.x Fountain, all Amiga programs can also use them.

Kerning, the proportional spacing of different sized characters, can now be adjusted individually for every character. This has always been possible, however under version 4.0, kerning pair adjustments can be permanently recorded. This feature brings *Professional Page* in line with *PageStream*.

Several new text styles are now available including shadow, superscript and subscript. No more double boxes tucked behind to fake drop shadows!

On-Screen

By altering the icon tools it has always been possible to open *Professional Page* on Workbench and therefore on screens sized larger than the viewable area. The advantage of this is an entire A4 page is rendered in one hit and then you can move around and read any part of it with the mouse

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pointer in an instant. Under version 4.0, the screen resolution and size can be set from a pull down menu option. All modes from the chip set installed on your Amiga are available. On AGA machines such as the Amiga 1200 or 4000, you can also choose 256 colour mode and see any bit-map images in up to 256 colours.

Professional Page has always led the Amiga DTP field in the area of colour selection, on-screen representation of colours and now support of all chip-set modes. *PageStream* is still in the dark ages with only black and white images displayed when using bitmaps.

Version 4.0 looks different to 3.0, but not by much. The changes are probably to ensure readability in different display modes. The tools are simpler and the ruler less detailed, making it easier to read.

Apart from the usual five preset magnification modes, 4.0 also offers user defined magnification. Used in conjunction with the display modes, it's possible to see your page as large as possible in a scrollable viewing area. Gold Disk have just caught up with *PageStream* on this one.

Page Sorter

If you work on documents with many pages, there comes a time when you may need to alter the order. In the past this has involved using the Current Page requester and a clumsy system of editing page numbers. Now you can simply shuffle the pages around using the Iconic Page Sorter. If you've used *Scala* you'll be familiar with a similar display called the Scala Shuffler. The idea is simple. Small pictures represent each page. To

move them around, just drag and drop the pictures to where you want them.

Hot-Link to Graphics Editor

A simple graphics editor is included with *Professional Page 4.0*. Like *Article Editor* and *Professional Draw*, it is hot-linked to *Professional Page*. Select a graphics box, choose the hot-link graphics editor and wammo, you're editing away. Trouble is the paint program is mediocre to the max. We're talking 1985 quality. Please Gold Disk, hot-link us to something worth using. In the Amiga's multitasking environment, I cannot see myself ever using this program and I won't even waste space describing it here.

Fill Patterns

About time too! At long last Gold Disk have seen fit to supply their top end desktop publishing package with fill patterns, a function the entry level *PageSetter* has had for years. You can now fill text, structured shapes or boxes with a pattern. There are 16 predefined to choose from or you can create your own using simple built-in editor. My advice is to use the predefined styles sparingly, if at all.

Stick-On Notes

If you're working with a team, or just need memory joggers for yourself, this neat little feature is just what you need. One click on a gadget in the tool box and a post-it-note style box appears. Stick it wherever you like, type notes into it and drag it around too. But, it

Vital Statistics

Product Name: Professional Page 4.0
Latest Version: 4.0A (replaces 4.0 & 4.0a)
Publisher: Gold Disk
Distributor/Supplier: Desktop Utilities
RRP: \$440 - but see your dealer
Upgrades: \$129 (version 2 or better)
RAM: 2Mb Minimum, More Recom-

mended
Workbench : 1.3, 2.x, 3.x.AREXX or
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for Genies.
Accelerated Amiga Recommended
Copy Protection : None
Tested On : A3000+14Mb, A2000/
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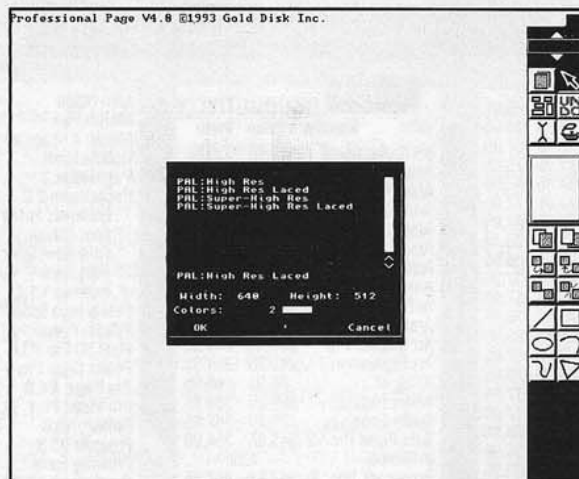
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will not print! A great idea, more of the same please.

Import Graphics and Text

There are several new text formats supported, although the level of support for each is undocumented. There's even less information on the fantastic new range of graphic import filters. You no longer need to know the format of the graphic you're importing - bitmap or structured drawing - just hit the one key or menu option and *ProPage* does the rest.

By examining the filters directory installed on my hard disk I could see the many formats catered for. The list is impressive: *Aegis Draw Plus*, *Aegis Draw*, *ArtExpression*, ASCII, bmp, EPS, EPSF, *Excellence!*, FreeHand3_EPS, FreeHandEPS, gif, iff, Illustrator, *KindWords*, pcx, ProDraw



After running the program you can adjust the current screen mode - with full support for the new AGA mode

Clip, ProWrite, Scribble!, TextCraft, TextCraftPlus, TIFF_II, TIFF_MM, TransWrite-AE.tf, WordPerfect 4.1, WordPerfect PC, WordsWorth.

I tested a number of graphic formats and experienced no problems. Import-

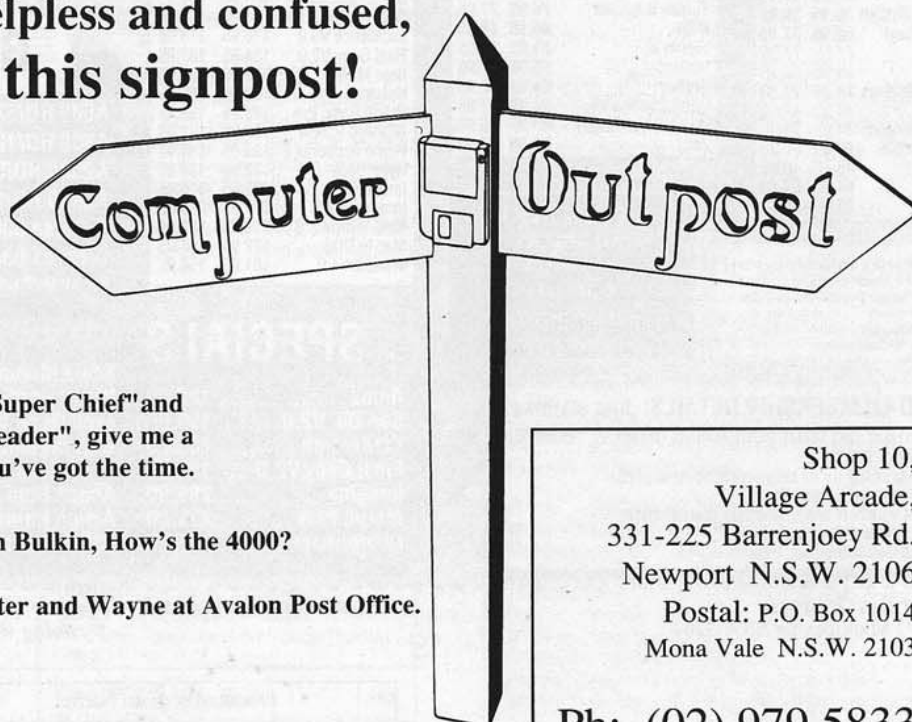
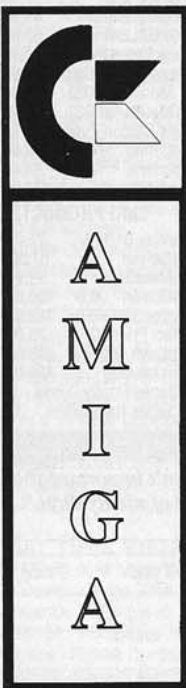
ing text was a little different - not knowing exactly what formatting should have survived there's no way of saying whether the text import works well or not.

One of the best things about the ability to import all these graphic formats is that it offers a fast way to get *Art Expression* and other EPS files into *ProDraw* where you can edit them! Now you can use, view and edit all those thousand of EPS clips out there.

Bugs

Version 4.0 arrived, and was followed quickly by 4.0a and finally by 4.0A. But, the bugs are not yet fixed. Version 4.0A has bombed a couple of times unexpectedly. I couldn't repeat the problem, or point the finger at *ProPage* with absolute certainty. It's solid, with the odd twinge.

**If you feel lost, helpless and confused,
Just follow this signpost!**



Howdy to "Super Chief" and "Glorious Leader", give me a call when you've got the time.

G'Day to Ian Bulkin, How's the 4000?

G'Day to Peter and Wayne at Avalon Post Office.

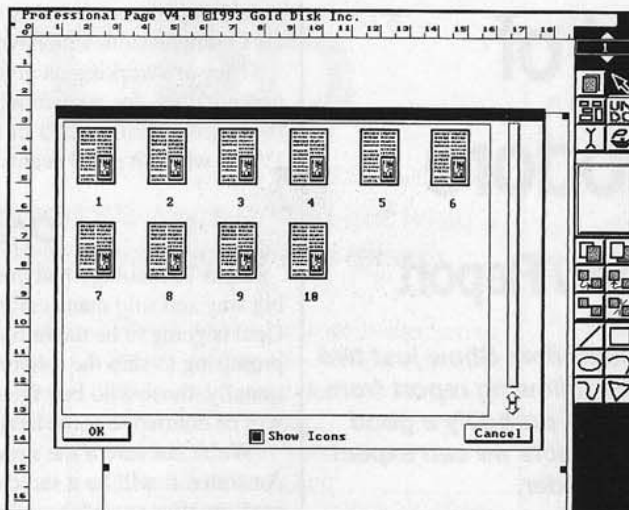
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When it comes to text style codes, *ProPage 4.0* is a bug-ridden donkey. We loaded a catalogue into *ProPage* and started making changes. Moving text in and out of the article editor randomly dropped or introduced spurious style codes. It got to the point where we abandoned using the hot-link to Article Editor all together. Version 3.0 was solid. Gold Disk what have you done! Please fix this.

Even within *ProPage*, editing text occasionally caused odd events. Every so often text containing bold headings and a plain body would reverse. The headings would turn plain and the body bold. Argghh! This time we found a fix. Select all the text, choose the font requester, click okay. Wammo, everything is fixed just as mysteriously as it screwed up.

There's certainly a few odd bugs to sort out yet. Gold Disk are on the case,



Working with many pages is very simple thanks to the new page shuffler

as the two updates so far attest. Maybe they rushed version 4.0 to get an AGA based version out there. Whatever the reason, the bugs are very annoying. If you upgrade now to 4.0A, go easy on

that article editor with big chunks of text. Watch Notepad for news of any updates.

Conclusions

Professional Page 4.0 contains a number of valuable improvements. It has a faster feel over all, the AGA support means better WYSIWYG design, and the improved font control is great. As long as Gold Disk sort out the problems quickly, it will remain the number one desktop publishing program in my collection.

Recommended retail price is \$Aus440 (Call your dealer for best pricing.) The upgrade costs \$129 (from version 2 or better). For upgrade or more information contact Desktop Utilities on (06) 239 6658. □

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World of Commodore

New York Show Report

With our own World of Commodore Show just two months away (July 2-3), the following report from the recent New York show is probably a good indicator of some of the products we can expect to see down under.

The New York show attracted a huge crowd and some 30 exhibitors, many of which were mail order firms.

Commodore News

Commodore showed off the new Amiga 4000 Tower - although they didn't actually switch it on. Perhaps a working version will be completed in time for WOC, Sydney July 2-4. The new case is a really slick design.

On the hardware side, there are a few noteworthy improvements. The finished model will have two video slots, although the unit on display only had one fitted, the other was stenciled on the motherboard. A new super-fast SCSI-2 controller and IDE interface will be included on the motherboard too!

Like the standard machine, the A4000T has a 25MHz 040 and the same memory setup as the A4000/040. Availability is said to be in a couple of months.

The DSP board is now going to be on a Zorro III card. There were a number of reasons for this, but primarily because Commodore discovered that by putting it on a card with its own memory its performance would be nearly doubled. And they get an additional speedup since they can run it at 66MHz instead of 50MHz that way. Commodore also finally admitted that the DSP chip was indeed the AT&T DSP3210.

Also seen at the show and looking clean and ready to go was the 4091 SCSI-2 card. It seems to be pretty quick too, and it is the same design as what is in the 4000T, it will do up to 10 megabytes/second transfer rate. Quite a screamer, indeed.

MPEG

Compressing video sequences onto hard disk is progressing nicely. Probably the highlight of the show was a stock 4000/030 playing a Bon Jovi music video either full screen, or in a window - but not scaled. Video was coming out of a card. The frame rate was true 30FPS, and the quality was fairly high. It looked like good VHS or better, although there was some visible artifacting.

The 3-4 minute video took up 52 megs and was compressed using a 45:1 ratio. An official on the stand said the board was

purely experimental at this stage. The device is said to support 10:1 compression, which would be broadcastable (or beyond).

They are working on getting the video to scale in a window, and possibly, for acquisition. More interesting was the fact that the video actually fitted in the workbench window, unlike the IV-24, where it never seems to be positioned quite right.

OpalVision

Opal Technology had the crowd eating out of their hand in a big way and sold many cards at a special show price. Seems that Opal is going to be the initial winner in the 24-bit wars; they are promising to ship the remaining modules within 90 days. Additionally, those who buy the mainboard before the modules ship will be entitled to some healthy discounts on the modules.

We're not sure if the same discount offer will be extended to Australia. It will be a sad day if it happens that we don't enjoy such an offer considering the product originated on our shores.

A special note to those looking forward to viewing Opal products at the Sydney show - the Opal technology stand will not be running on Saturday.

Bridgeboard

They were going like hotcakes for less than \$200, the 386sx-25mhz. A strong rumour started that CBM is abandoning the bridgeboard market for third party devices. However this was



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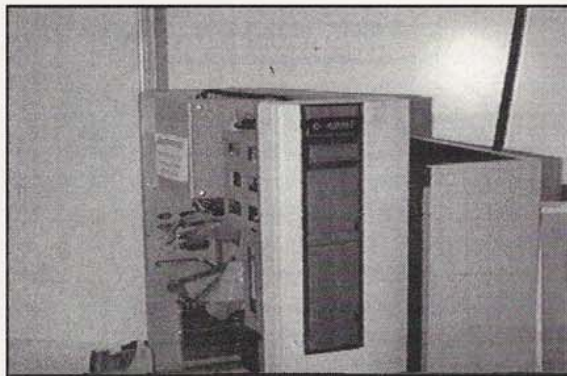
The second annual World of Commodore (July 1992) attracted more than sixty international and Australian exhibitors, with more than \$2 million in retail sales. More than 30,000 people paid to visit the show over three days!

Expressions of interest in the 1993 show are now being accepted. Package deals are available including airfares, accommodation, space and shell scheme.

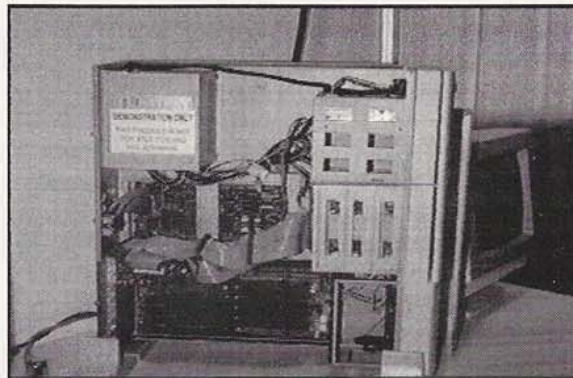
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The new
Amiga 4000
Tower



later said to be untrue. What happened was simply a major overstock situation, and they're blowing out the inventory at a very low price. Commodore's marketing department (USA) assured us that the Bridgeboard is very important to them strategically and they will most definitely NOT be getting out of the business.

Who knows what bargains might be on offer from Commodore Australia - perhaps the odd CDTV player?

Gold Disk

Not a moment too soon, Gold Disk was showing their revision to *ProCalc*. Version 2.0 has a number of improvements and big fixes. By the look of the program, *Excel* has nothing on this revision. Plus, they are (I believe I heard correctly) upgrading registered users of 1.0 for FREE. All three members of the demo audience were quite impressed. The graphs looked good, too.

Migraph

On display from Migraph was a new colour handscanner, with a top resolution of 200 DPI with 256K colours, or 400 DPI in either 64 shade grey or mono. Software looked really good, too.

(The New York World of Commodore show report was compiled from first-hand comments posted on public electronic message systems. We were not able to confirm any of the details at press time.)

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AUSSIE MADE MATE!

User Report

My Amiga

1200

Taner Riffat recently upgraded to the Amiga 1200 - and couldn't be happier. Well, maybe just a little.

I have been an Amiga fanatic since the first release of the Amiga 1000 back in 1985. Since that time I have owned an Amiga 1000, an Amiga 2000, an Amiga 500 and a few weeks ago I became a proud and excited owner of the magnificent Amiga 1200!

Needless to say I have spent every minute of my "spare" time getting to know my new friend. So I would like to share my experiences and offer advice to new and potential owners.

Before I offer my hints and tips I would like to mention that there was a period of time - like the past two or three years - when the advancement of Amiga technology was sadly ignored by Commodore. The result has been that Commodore has lost a large slice of the home computer market to cheap PC clones. Well, all I can say now is with the birth of the A1200 and A4000,

the good times are back again! Commodore has bounced back with a vengeance to reclaim what is rightfully its own, the home computer market, and now has real potential for greater growth in business, education, video, DTP and the like. Well done Commodore!

Hint #1

Now for those hints and tips. The first tip is for current Amiga owners considering upgrading to the new AGA technology. Do it now! It doesn't matter what model you own, A500, A600, A1000, A2000 and A3000 owners should all seriously consider this move.

The first step would be to sell your current machine by advertising in the Trading Post. Before you advertise check the current prices for your second-hand machine and undercut the low-

est price by \$50.00 to \$200.00. This will ensure a quick sale. I advertised my 1 meg Amiga 500 plus 1084S monitor for \$500.00. The phone wouldn't stop ringing until the advertisement was finally removed! Your other option would of course be to trade your current Amiga in, which is okay, but you'll more than likely get more by selling second-hand.

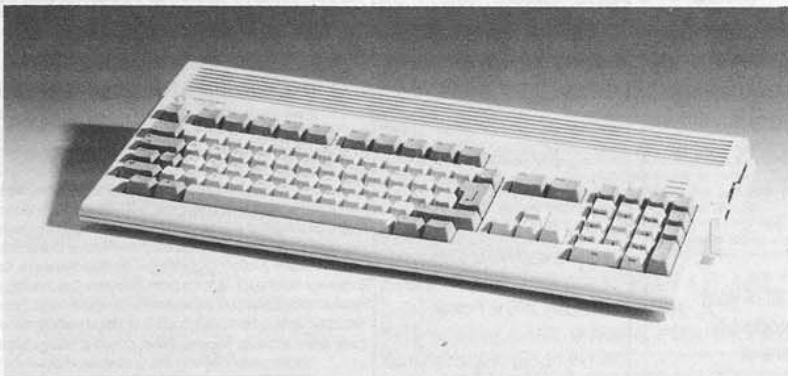
Now run off to your local Amiga store and buy the A1200 with at least a 40meg hard disk. There is a special right now where you can pick up an A1200 with 2 meg ram and a 40 meg hard disk for around \$1200.00. It's a nice price for a nice machine!

You can still use your old 1084S monitor; however, to make use of the A1200's higher resolution you really are better off with a multiscan (sometimes called multi-sync) monitor.

Which Monitor?

The Commodore 1960 is a good multiscan monitor. A monitor of this type will cost about \$750. You could get away with a VGA monitor but I would NOT advise this. Why? Because the 1084 series of monitors accept only the standard Amiga 15 kHz scan rate (NTSC and PAL). Now VGA monitors accept only the 31kHz scan rate (DBLPAL, DBLNTSC, multiscan and productivity modes - these modes allow for a flicker free display of 640 x 400 and higher). Now the Commodore 1950 and 1960 monitors can accept a range of scan rates from 15kHz to 31kHz. This monitor would ensure compatibility with old software and the new AGA resolutions (in other words, the best of both worlds).

You should also be aware that multiscan monitors (including the Commodore 1950 and 1960 monitors) do NOT come with built in speakers. No problem though. You can buy a slick looking pair of speakers with built in amp and volume control for around \$100. These speakers are very nice and simply plug into the audio ports in the back of the A1200. You could also use your stereo instead, but speakers with built in amps are much nicer. If your local dealer doesn't stock them then ring



around. They do exist, I own a very nice pair.

Now let's pause a moment and see how much you've spent. I make it about \$2050 less whatever you can sell or trade-in your current machine. Now you can see why I ordered my machine even before the A1200 arrived in Australia.

Up and Running

When your will breaks and you bring home the mean machine (don't be fooled by the A1200's innocent look, its power and expansion potential are amazing) plug her in and switch on. Now look inside the workbench/system partition for the Devs drawer. Open the Devs drawer and you will find a Monitors drawer. Open the Monitors drawer and you will find your monitor drivers.

If you only have two monitor drivers (PAL and NTSC) or none at all, and you wisely bought a multiscan monitor, then here's your next tip. Copy all the monitor drivers from the "storage disk" (a floppy diskette which comes with the A1200) into the monitors drawer by dragging their icons.

What you have just done is to provide your A1200 with an array of resolutions (via the monitor drivers) which can be accessed by clicking the "preferences" icon then the "screenmode" icon. Have fun changing resolutions instantaneously (640 x 400 or higher looks great).

Compatibility

For compatibility with old software (and versatility) the A1200 has what is called the "Amiga Early Startup Control" screen. This is accessed by holding down the two mouse buttons simultaneously when booting. A screen will pop-up which will allow you to choose between PAL and NTSC modes prior to booting. If your old software doesn't display properly then access the Amiga Early Startup Control screen and try the "NTSC original" option.

A Little Talk

Getting your A1200 to talk could also be a problem. When my A1200

wouldn't talk I was horrified. Further investigation revealed that the 'say' command was not anywhere to be found, neither was the translation library. Both these are essential if you want the A1200 to talk. Funnily enough, the say command and the translation library are not on the system diskettes that come with the A1200 either.

Is this an oversight by Commodore? Has Commodore forgotten that John Laws would have been lost in the early Amiga advertising campaigns if the Amiga didn't interrupt claiming it could "speak for itself" and did! Really, shame on you Commodore, how dare you forget one of Amiga's best features.

Anyway, to overcome the problem simply copy the "say" command to the "C" directory on your hard disk and copy the "translation library" to the "libs" directory on your hard disk and reboot. By the way, you will need to obtain these files from an old workbench diskette since they don't appear to be on the new ones. So keep a copy of your old workbench diskette.

Time and Expansion

You will probably also notice that your A1200 will not keep the time. This is because the battery backed clock, although available, is an option not provided at this stage in the standard A1200 package. You could purchase a turbo card with extra ram and speed that also has a battery backed clock. There will be various expansion cards on the market soon so I'd wait for a while to see what's available.

My ideal expansion card would have turbo speed for the A1200, 8 meg of 32 bit ram, perhaps an AT486 chip with 8 meg ram for IBM PC hardware emulation (yuk!), and a battery backed clock. Mind you, with a turbo charged A1200 and AGA graphics, a good software PC emulator could do the job nicely (perhaps, I hope).

Look and Feel

My final tip is for Commodore. Now that 640 x 400 plus resolution is finally here (I am of course excluding the flicker



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HURRY! Limited Stock

fixer patch option offered by the older machines) it's time the cosmetics of the Workbench were reviewed. Now we all know the Amiga Workbench is eons ahead of Microsoft *Windows* in terms of user friendliness, functionality and the like. But nevertheless, Microsoft *Windows* does have better definition of its icons and gadgets, if nothing else.

If you look at Microsoft *Windows* you will notice that all their gadgets have a black outline, (ie a black line border). Notice that Amiga Workbench gadgets do not have a black line border. What this means is when a gadget, such as a "save" or "cancel" button on a requester window, is pressed, this gadget will not appear to "sink in" unless it has a black line border to give the required definition and perspective. If you don't know what I'm talking about then press a few gadgets on Amiga Workbench and Microsoft *Windows* and you'll see what I mean.

So, in short, all the designers of Amiga Workbench have to do is have black line borders on all their gadgets for a major and important cosmetic improvement. Because let's face it, most potential computer buyers will have a tendency to judge a computer by its cover. This Amiga Workbench improvement is a must, Commodore, so how about it? Do it now!

Well I believe I have covered enough to get you on the right track. My only criticism is that Commodore could have provided an AmigaDOS manual and battery backed clock as standard, but who cares, the A1200 compensates for anything! It is truly a magnificent machine. Thank you Commodore! □

Amiga 1200 Games Compatibility Guide

Since this list was compiled, a disk which enables the Amiga 1200 to boot up under Workbench 1.3 has become available through some PD suppliers. Using this disk you may be able to dramatically improve the number of titles which will run on the Amiga 1200.

GAMES THAT RUN WITHOUT PROBLEMS

1869 (old), A-Train, Agony, Air Support, Amnios, Antheds Apydia, Aquaventura Archipelagos, Art Department Pro 2, Arthur: Quest For Excalibur, Atomino, Awesome, Barbarian II, Bard's Tale III, Batman, Battle Chess, BC Kid Beast III, Beyond The Ice Palace, Boxing Man, Bundesliga Manager, Carrier Command, Cash, Chaos Engine, Civilization (old), Classic Invaders, Cool Croc Twins, Cool World, Cribbage King/Gin King, Cytron, Dragon's Lair II, Dune, Epic, Eye Of the Beholder I&II, F-15 Strike Eagle, Fast Break, Gem'X, Gem'Z, Gunship 2000, Guy Spy, Heat, Wave, Hexuma (old), Horror Z, Indiana Jones IV, Indy 500, International Karate +, It Came From the Desert, Jonathan, Jocky Wilson Darts, Killing Game Show, Larry V, Leander, Lemmings (+ DataDisk), Lionheart, Liverpool, Lost Dutchman Mine, Lost Patrol, Magic Pockets, Maniac Mansion, Midwinter II, Nick Faldo's Championship Golf, Nigel Mansell's World, Ork, Pinball Dreams, Pinball Fantasies, Plan 9 From Outer Space, Police Quest II, Ports of Call, Push Over, Railroad Tycoon, Red Zone, Resolution 101, Secret Of Monkey Island I & II, Sensible Soccer, Shoot 'Em Up Construction Kit, ShufflePuck Cafe', Silent Service, Sim City, Space Ace I & II, Special Forces, Star Glider II, Surgeon, Teenage Mutant Ninja Turtles, Test Drive II, Think, CrossThunder, StrikeToyota, Ultima VI, Uninvited, Volfied, Waxworks, Who Framed Roger Rabbit, Wing Commander (old), Wings, Wonderland, Wrath of the Demon

GAMES THAT WILL RUN UNDER RESTRICTIONS ON A1200

Restrictions can be: (C) - Disable CPU-Caches (E) - Chips in ECS-Mode or just worse graphics, less/no sound.
688 Attack Sub, Addams Family, American Football, Battle Command, BSS Jane Seymour (C), Campaign, Carl Lewis Challenge, Carrier Command (C&E), Cool World (old), Das

Schwarze Auge, Dyna Blasters, Elite (C&E), Espana: The Games '92, Formula I GP, History Line (E), Hook, Indy III (C), Interceptor F/A-18, Jaguar XJ 220 (C), Kick Off 2 (C), Kid Gloves (C), Lethal Weapon (old), Lord Of The Rings, Lotus (C), Pacific Islands, Parasol Stars, Pegasus (C), Pirates!, Populous II (C&E), Race Drivin', Red Baron, Robosport, RVF Honda (C), Sim Ant, Sim Earth, Steigenberger Hotel..., Terminator 2, Thunderhawk (C), Turrican, TV Sports Football (runs fast), Vroom (C&E), Wizkid, Zool (old) (C)

GAMES THAT WON'T RUN ON A1200

Alien Breed, Amberstar, Another World, Armour Geddon, Beast II, Bitmap Compilation I, Black Cauldron, Blood Money, Cadaver, Carthage, Castles, Chip's Challenge, Chronoquest II, Colorado, Corporation, Dr. Doom's Revenge, Dragons Of Flame, Dream Zone, Elvira II, Eskimo Games, Fighter Bomber, Fighter Duel Pro, Final Assault, Fire and Ice, Grand Monster Slam, Grand Prix Circuit, Harlequin, Heimdall, Hudson Hawk, Impossamole, Into The Eagle's Nest, James Bond, Logical, Loom, Lotus Esprit Turbo, Lotus 2 & 3, Overlord, Pac Mania, Populous, Powermonger, R-Type II, Rick Dangerous, Robocop 3, Shadowlands, Shoe People, Speedball 2, Street Rods 1 & 2, Supercars, Supremacy, The Games: Summer Ed., The Games Winter Ed., Thundercats, Utopia, VectorBall, Venus, Video Kid, Viking Child, Weird Dreams, Where in the World is C.S.

SPECIAL AGA-VERSIONS (A1200, A4000)

1869, Civilization, Cool World, Hexuma, Lethal Weapon, Nigel Mansell's World..., Sleepwalker, Wing Commander, Zool, Art Department, Deluxe Paint IV - AGA, Personal Paint, Brilliance, Wordworth, Final Copy, Professional Page 4.0, Pagesetter 3.0,

This list was compiled by Asha Develder. Please forward updates to the magazine clearly marked on the letter as A1200 Compatibility List.



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Software Comparison

Morphing for Peanuts

George Kimpton compares the latest in image morphing and special effects software for the Amiga owner with plenty of RAM!

Every day we are exposed to the world of mind altering digital video effects. These amazing computer generated images are literally changing the face of reality. Is it a lion or a boy, rock star or panther? Or is it both?

Yes folks, just switch on the TV and you'll see people melting into cars, a hungry boy change into a lion and a large fat red hog meld into the shape of a late model car. Not bad, but there's better.

Head into your local movie theatre and there you'll be bombarded with movies such as *Death Becomes Her*, *Terminator II*, *Robo Cop* and *Roger Rabbit* in which the seemingly unbelievable is turned into reality thanks to the power of rooms filled with computers.

But the world of fancy computer graphics is no longer the province of well equipped studios packed with highly paid digital effects artists. Yes, your humble Amiga equipped with plenty of RAM, hard drive space and a fast processor is now in the running to produce images which look much like their silver-screen counterparts.

The Amiga Alternative

Using the Amiga we now have the ability to enter the world of morphing heads, cars and animals with programs like *ImageMaster*, *Morph Plus*, *Cinemorph* and its partner *Image F/X* -

all at budget prices compared to the high-end alternatives.

These FX programs, apart from morphing, are capable of creating many unbelievable and exciting visual effects. Experimentation must be the order of the day if you are to fully appreciate the capabilities of these four programs as their abilities or effects cannot be adequately gauged in the words and screen graphics on these pages.

One thing to be remembered though when using these programs is that they are designed around the use of 24-Bit pictures for the very high quality graphics necessary for good video work. So, to see your creations in their true splendour you'll need a new AGA equipped machine, or some kind of 24-bit frame buffer such as OpalVision or the GVP PVA card.

Imagemaster V9.23

Black Belt have offered a constant flow of improvements to the original *Imagemaster* software, including the first image morphing on the Amiga in early '92. This flow of updates is reflected in the somewhat bizarre version number and the massive addendum included in-disk.

First time users will find the user interface very daunting. In fact, seasoned users will find it outright frustrating. Instead of pull down menus and pop up tool boxes, *Imagemaster* uses a massive collection of slide up panels, each

packed with buttons and sliders. Finding the option you want can be tough.

Fortunately, beneath the rather cumbersome interface is a real powerhouse of image processing. Throw in some patience and time to experiment and learn, and you'll soon be producing some meaningful results.

Installation is no problem, but the manual is not user friendly. It's written as a reference book which predates Workbench 2.0. It contains no examples or tutorials at all to help the novice. It is also essential to print out the addendum - all 116 pages of it.

Imagemaster will run on just about any Amiga, but it is recommended that you have Workbench 2.0+ with plenty of RAM and a 2MB Agnus, plus a 68020 accelerator or better.

Various 24-Bit drawing tools are provided to create your own art work. These are crude by comparison with most paint programs, but at least they provide some free hand and structured painting without having to jump out to another program. Wet and dry brush types along with smoothing and blending allow some interesting effects to be achieved.

You can adjust brightness, contrast and colour balance, mirror, warp, shear, wave distort and motion blur entire images or parts thereof. Composite screens can be created from multiple graphics or brushes by the use of overlaying techniques and merge, rubthru, blend, tint, colour keying and logical operations.

Scaling, stretching and clipping are also possible along with the ability to adjust the aspect ratio and DPI for special printout effects. Colour separation is included for use in desktop publishing.

As well as morphing between static images, it is also possible to morph between full motion images captured using a frame grabber. As a morph is processing, the working screen displays only shades of grey on-screen whilst writing a 24-bit image to disk.

A full AREXX interface is provided along with a good range of graphic formats including JPEG, HAM-E, Targa, GIF, DCTV, RAW, AHAM and DKB.

Supplied by Amitech (02) 544 1874,

RRP \$285. Manufacturer: Black Belt Systems.

Cinemorph

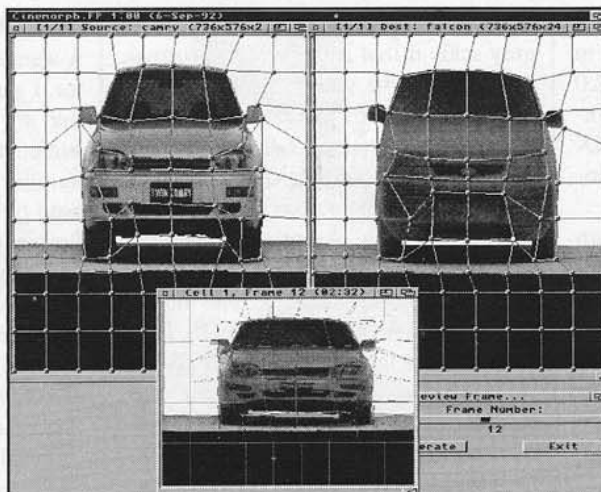
Intended purely for producing Morphing or Warping effects, *Cinemorph* is available as a stand alone package, or as an integral part of *Image F/X*.

It comes as a single disk with a rather brief instruction manual. This is perfectly adequate because this is one of the quickest and easiest programs to get up and running. It is unusually easy compared to the other morphing programs for a beginner to produce some really great morphs in double quick time.

Cinemorph will run on Workbench 1.3 or 2.x and needs at least 2MB of fast RAM and 512Kb of chip RAM. More is recommended for best results. Theoretically the program could run on an Amiga 500 with extra RAM. The dual image tutorial morph in the manual offered no problem producing very impressive results. With the two pictures in place you just adjust the grid using the mouse and in a couple of minutes you're ready to render.

Depending on the picture size and format a frame can be generated in less than 15 seconds in full colour HAM. The rendered frames can be saved in a choice of formats, Lo-Res, Hi-Res, Extra Half Brite, HAM, DCTV and HAM-E. 8-Bit, 24-Bit IFF, Dynamic Hi-Res and Dynamic HAM modes are all supported.

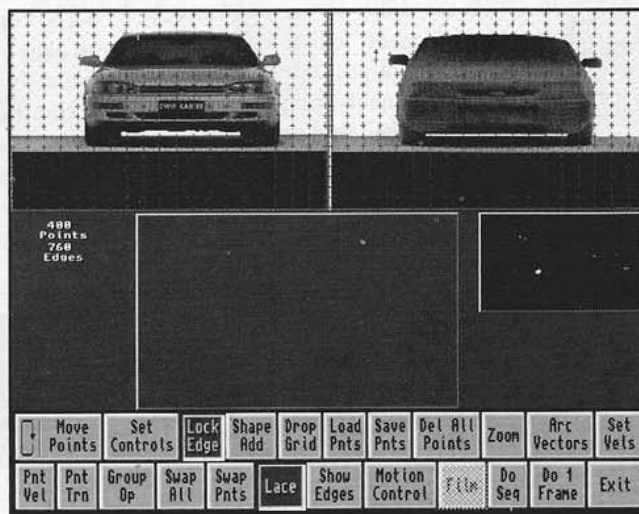
Single image Warping is achieved by adjusting the grid intersections to produce the image changes required. A preview facility can then be accessed to determine if the effect is what you want. If acceptable then the next step is to generate a 24-Bit sequence. Provision is made for adjustment of the tweening and dissolve curves to achieve special warping or



CineMorph - the easiest to use

morphing effects. Full motion sequence morphing is also possible. This effect is used as a transition between two actors, or an actor and a prop. The Render Animation control renders an entire sequence of cells in the ANIM OP-5 format. Playback can be achieved through a range of Amiga animation packages like *Deluxe Paint*. The only proviso is that your Amiga is capable of displaying the chosen format. It may be necessary to convert the individual frames to a more suitable display format using *Art Department Professional* if you do not have 24-Bit capability.

Image Master - powerful image processing and morphing but a somewhat unusual interface



Cinemorph does not produce the high quality of vector morphing achieved in *Morph Plus* but it should be adequate for the average user. If morphing or warping is all you want, with speed and ease of use, you really can't go past *Cinemorph*. If on the other hand you need the many Special Effects available in the other programs reviewed here as well then invest in *ImageFX* which includes *Cinemorph*. A great program for the beginner.

Distributor: Power Peripherals, RRP: \$295. Manufacturer: Great Valley Products.

Image F/X

Image F/X is really a package for the true professional. The attention to detail is as professional as always for GVP products. It is a highly sophisticated, full featured image processing program which uses the latest computer based technology to enhance and manipulate two dimensional images.

The seasoned professional may miss the odd image processing tool but they will be few and certainly compensated for by other features provided for the discerning user.

ImageFX comes with an excellent ring binder manual, which contains several easy to follow tutorials. Installation is a breeze and while it is possible to install and run on smaller Amigas it is very much a case of bigger is better for best results. The program format on the four disks is modular to allow easy expansion and upgrading as demand decrees.

It is possible to run *Image F/X* from floppies but a hard disk is recommended. *ImageFX* will allocate disk space from the hard disk for virtual memory for efficient operation of large projects. A minimum of three megabytes of RAM is required and an accelerator, while not neces-

sary, is recommended for speed with the intensive computations inherent in this type of operation. Workbench 2.0 is preferred but FX will run on Workbench 1.3 though not as well. AREXX is fully supported for custom programming.

ImageFX is a very versatile program designed to provide for colour enhancement, digital image retouching, image restoration, image rendering, image scanning and capturing, printing and analysis and file conversion. For quality output a colour separation facility is provided and Postscript printouts are supported.

On the main screen there are five main gadgets, Scanner, Palette, Toolbox, Render and Print, each having its own function specific buttons. It can scan, freeze, mix and modify, morph, warp and create blended composite screens. The finished work can be saved in a range of formats for downloading to video or desktop publishing. *Image* will automatically sense and handle MS-DOS and Mac files along with a very wide range of other formats.

Two scanners are supported at this stage (Epson ES300C and Sharp JX100) and the Progressive Peripherals and Software Frame Grabbers plus the the GVP IV-24 board are recognised for capturing full motion video. This latter feature is a must for high quality 24-Bit morphing for video work using the *Cinemorph* module, the results of which can be saved in a wide range of formats including ANIM.

In the drawing mode the toolbox and palette controls allow you to add, blend, mix and overlay your artwork and text into or over imported or captured graphics on screen. The range of buffers used by the various processes makes for very flexible operation even allowing "Undo" if results are not quite what you expect.

All processing is in 24-Bit colour, or grey scale if that is the selected format, even though the screen display may of necessity be a different mode to suit your display system. You are allowed the choice of saving your completed work in either the screen format or 24-Bit as you wish. A variety of Render Modules allow you to convert the working 24-Bit buffer contents into output for Standard Amiga, DCTV, EGS, Firecracker, Foreign, Ham-E, GVP IV-24 or SAGE viewing modes to suit your display requirements. With appropriate third party boards installed, such as the IV-24, it is conceivable that you could capture live video, process it, then download it back to the genlock and ultimately the video recorder all in one sitting.

Even though *Image F/X* uses *Cinemorph* rather than vector morphing I have no hesitation in highly recommending it as a user friendly and comprehensive image processing program. Don't get me wrong, I am not putting *Cinemorph* down, it's just a question of how picky you are with morph quality and I believe *Cinemorph* is quite adequate for most purposes.

Supplied by: Power Peripherals (03) 532 8553. RRP: \$499. Manufacturer: Great Valley Products.

Morph Plus V 1.01

Morph Plus is another quality ASDG product and expands on that very capable image processor, *Art Department Pro*, with the ability to warp and morph images and create animations. It is a very professional package with a good choice of high quality image processing tools for video and desktop publishing. It consists of three disks with a ring binder manual which, though very informative in describing tools or actions,

could do with more tutorials beyond warping and morphing to assist the novice. I get the distinct impression in reading the manual that ASDG have assumed that *Morph Plus* users will be familiar with the image processing tools used by *Art Department Pro* which the first module resembles very much.

The package is split into three main modules containing first, the file handling and image processing facilities, next the morphing and warping module and finally "Fred" an animation editor/assembler/ batch processor.

Installation is quick and easy and can be automatic, to suit the novice, or personally customised for expert users. *Morph Plus* will run on anything from an Amiga 500 upwards as long as it has a hard disk, Workbench 2.0 and 1MB of RAM. Be warned however, any attempt to run it on minimum requirements could lead to frustration. To retain your sanity you really need at least four megabytes of RAM, 2MB of Chip RAM (very fat Agnus) and an accelerator. Processing is in the 24-Bit mode and to try to run your finished morphs on anything less than the above will rapidly bring you to a hair tearing stage unless you convert the frames to a mode your display system will handle, as I found out. It took a little while to dawn on me that the blank screens I was seeing, when I attempted to run the rendered morph, were because my system could not display 24-Bit graphics. I used the file converter to change the morph frames to HAM and all was well.

The converted morph sequences will run okay but visual colour quality must obviously suffer depending on the conversion mode colour limitations. I found it was possible to get round this with OpalVision which, if you are lucky enough to own it with 2MB of Chip RAM, will handle morph sequences



Morph of Camry into Ford (Morph Plus)



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quite well without conversion. (The latest version of OpalVision has an animation module included) Since I do not own a 2MB Agnus I watched 24-Bit *Morph Plus* sequences run on a 3000 and the quality was fantastic and remarkably smooth. It was as good as anything seen on TV.

Image processing capabilities are excellent and will be all you will probably need. If you have used *Art Department Pro* you will be familiar with most of them. *Morph Plus* and *Image F/X* are very similar in this area and there is little pick between them.

One interesting new feature of *Morph Plus* is the ability to wrap warps and images around a rotating sphere. Another is the completely WYSIWYG perspective warper which creates high quality DVE effects such as fly-bys and tumbles for video work. I didn't try these and I suspect experimentation will be necessary for best results.

Warping and morphing is achieved by attaching vectors to control points to delineate the merging of the various selected points of the two pictures. This gives excellent detailed control of the transformations. Combined with the variable translucency of the onion skin method, which overlays the two working graphics for vector placement, control of vector paths is very easy and accurate.

The FRED module is a visual list manager providing thumbnail size graphics. It displays a film strip of cells or frames into which can be loaded in-

dividual rendered morph frames or other graphics. Each frame can then be displayed as a miniature of the real thing and if you wish you can actually preview a thumbnail animation on screen. One thing the manual doesn't tell you is that you have to create the thumbnail pictures first as I later found out.

Morph Plus is an excellent professional quality image processor and special effects generator. However for the novice, and considering the limited tutorials, it will require some perseverance to become proficient. Once you come to grips with it though I feel sure that the effort will pay dividends in the long run especially if you are into morphing.

Supplied by Desktop Utilities, Canberra, (06) 239 6658. RRP \$440. Manufacturer: ASDG.

Conclusions

Whatever your needs, these four programs - *ImageMaster*, *ImageFX*, *Cinemorph* and *Morph Plus* - will allow you to weave magic spells and create unbelievable visions. While some, such as *Imagemaster*, will require considerable dedication for the novice to become proficient with, all can be mastered with a little determination. The quality and effectiveness of the end result will only be limited by your imagination and the desire to experiment.

For versatility in one package I don't think you can go past *Imagemaster* though it is the least friendly for the

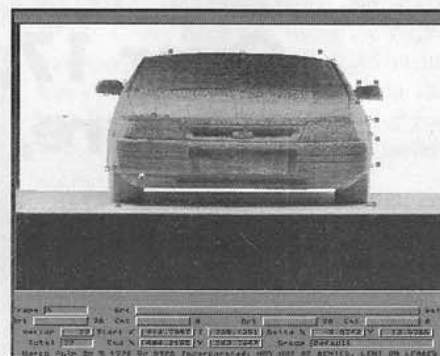
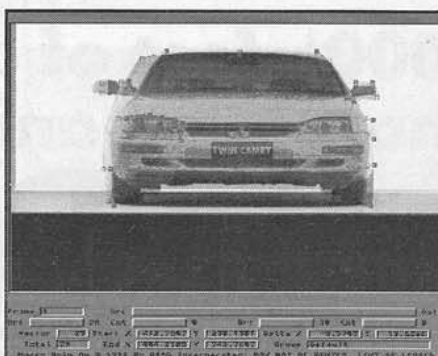
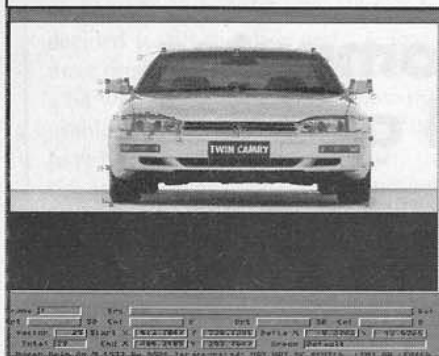
newcomer with its terrible manual, chunky interface and the unbelievable number of buttons. Its morphing can produce some strange transition effects depending on how well you match the start and finish frames, but this may well suit your needs and add a special character to the finished visual effect.

Morph Plus and *ImageFX* are very similar packages when it comes to image processing and very capable of producing first class visual effects. When it comes to morphing though, *Morph Plus* must win out in terms of flexibility, versatility and smoothness with its vector controls. However one should remember that the actual morph occurs very quickly and the untrained eye may not be able to perceive any difference between the two methods. It is possible though that vector control may be more important for live video morphing and this should be considered.

I found *ImageFX* the friendlier of the packages and easier to come to grips with, particularly with *Cinemorph* which is an integral part of the system. The manual seemed easier to understand and the morphing was certainly very easy to set up and quick to run. It too provides colour separation and postscript output facilities for printing.

The choice is indeed difficult and must hinge on your specific needs. Personally I prefer *ImageFX*, but whatever your choice, these packages only reinforce the fact that whatever the big boys can do the Amiga can also do and at a fraction of the price. □

Morph Plus - definitely the most powerful of the three and certainly the most desirable because of the way it interfaces with Art Department



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Education Column

Stan Nirenberg bring us up to date with the latest in educational software for the Amiga.

This month I've reviewed three locally produced educational titles from Rush Software. Rush was formed by a programmer and a teacher with an interest in computers. They design their products with schools in mind, but many of their titles can be used at home as well.

The three programs I've reviewed are *Kidsbase*, *KidsClose* and *Tradewind Travellers Downunder*.

All three packages come with an instruction manual that explains hard disk installation as well as how to run the program. Some of the manuals give suggestions on how the software may be used in the classroom (or at home) as part of the education process. All three programs will run on any Amiga with at least 1Mb of RAM and one disk drive, but because the disks are not copy protected, the software may be easily installed on a hard drive.

Kidsbase

As the name suggests, *Kidsbase* is a junior database creation system. Since it was designed for children to use, Rush

Software have kept it simple and well structured. There is little need for a manual as the onscreen buttons are clearly labelled and all screens have easy to read directions.

To warm up the students there's an online tutorial about databases in general, their terminology, structure and a clear explanation of how to set up and maintain a database. At the end of the tutorial there is a short (optional) multiple choice test, just to keep you on your toes.

In creating a database, students are led through the process step by step. The first step is to fill out the layout page where students name the fields, decide what type of data will be stored in each field, the length of the field and the justification (left, right, centre). Note that each record is limited to 120 characters. With the exception of entering the name of the field, all other functions are performed with the mouse. It's easy to undo mistakes or modify the structure.

Once you are happy with the layout you can enter the record contents. The display page shows all the records in your database in column format and, de-

pending on the width of the column you entered, the information is seen accordingly.

The following functions are available:

- Add and Delete records
- Move forward or backward through the records
- Jump to any given record
- Print record or database
- Search by word, part word or range
- Sort by ascending or descending order
- Load and save a database.

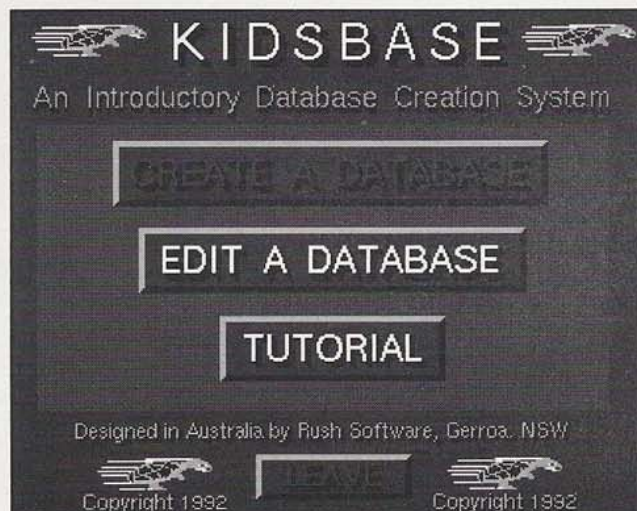
This easy to use database system has not been designed to compete with professional database management programs, but it certainly has all the elements needed for schools to teach the concepts and effective use of databases.

Kidsbase is priced at \$49 for a single copy and \$99 for an unlimited site licence.

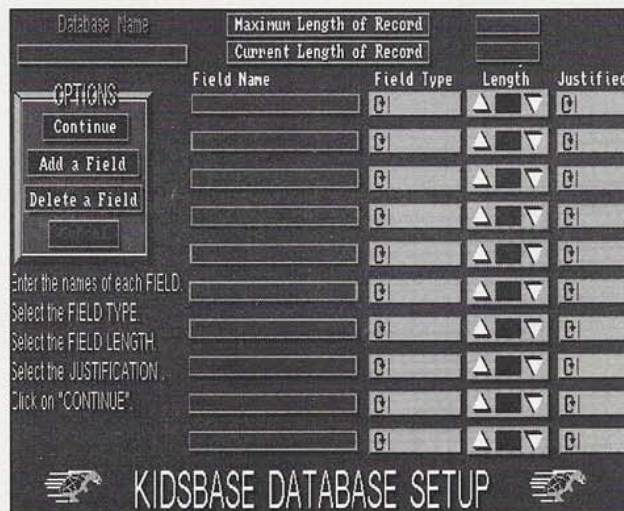
KidsClose

KidsClose is a close (or cloze) passage generator and player. It allows stories to be produced with some of the words left out. The program allows you to load any text file into the game player and then takes words out of every line at random and places them in a list. The aim is for students to read the passage and place words from the list in the blanks. This can be done at the student's own pace or against the clock. Passages can be printed out at any time with places

Kidsbase - on screen buttons



Kidsbase - first step, naming the fields



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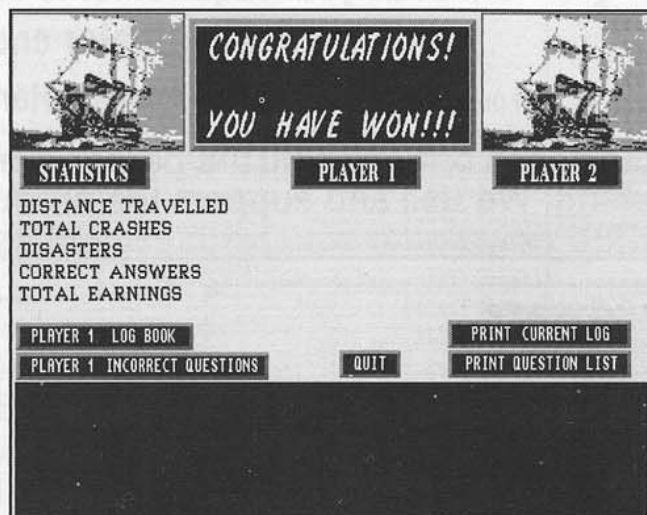
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left for the missing words and a word list printed below.

To help students place the words, *KidsClose* makes use of the Amiga's speech facility and students can hear any word, line or paragraph - although it still suffers from the ancient Amiga speech synthesiser's notorious pronunciation problems. A useful addition to the program would be allowing the user to build and customise a speech dictionary to ensure that all words are pronounced correctly.

In another section of the program, *KidsClose* provides a text editor for teachers or parents to type in their own stories or load and edit any text file. From this section of the program, you can print out as many close passages as you like for students to do at their tables or for home study. A very user friendly package to help master the English language.



Tradewind Travellers Downunder

Tradewind Travellers Downunder

We've left the best for last! *Tradewind Travellers Downunder* allows two players or teams to navigate their ship around Australian ports by entering compass directions or bearings and distances. In

case any captain gets stuck, online city and compass help is available at the press of a button. When a destination is reached, the students are presented with a picture and facts describing the port or city.

Before leaving each port, captains must answer a set of multiple choice questions to earn funds for completing the journey. The multiple choice questions are teacher definable. Even the best captains can come unstuck when hit by cyclones or pirates, and tactics play a key part when entering and leaving ports.

The activity doesn't stop when the game is over as students can obtain a "Ship's Log" printout detailing cities visited, disasters encountered and distances travelled. This information may be used as the focus for a creative writing exercise. The other useful off computer activity comes from a printout of all the questions the students answered

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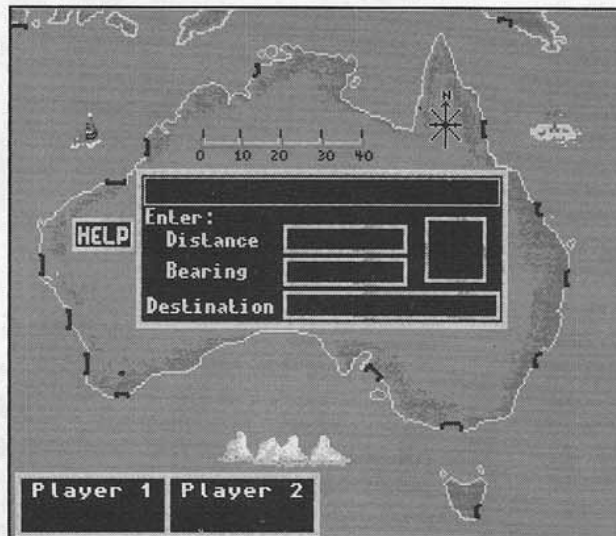
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incorrectly, which they can then research to find the right answers.

It also gives the teacher the opportunity to see where remedial lessons may be needed. The ability for teachers to define the question banks is a big plus for this software and allows teachers to use it in conjunction with any subject area. This, coupled with the off computer activities and Australian content, makes it an excellent learning tool. The program comes with three question data banks on Australian facts, computer facts and general knowledge.

Conclusion

As already mentioned, the software reviewed this month is essentially aimed at classroom use, and as such represents an excellent set of tools. In addition, it is



Tradewind Travellers Downunder

competitively priced and has local support. I hope we see schools supporting Rush Software.

Its use in the home is somewhat limited because it is too specialised and generally lacks that game feel that is required to amuse children away from

the classroom environment. That doesn't mean it can't be used at home, but it will probably require considerable input and support from parents. The title I think will be most suitable for home use is *Tradewind Travellers Downunder*, mainly because of its graphic presentation. However, the other titles will no doubt suit those parents who have specific teaching aims for their children.

Schools and Parents can register with Rush Software to receive a free catalogue of their current releases, and this will ensure they also hear about new releases planned in the future.

For further information, just write to Rush Software at 149 Stafford St, Gerroa NSW 2534.

As usual, please write in with your comments, questions, etc to me care of ACAR or directly to PO Box 136, Forest Hill, Vic, 3131. □

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You Can CanDo

Greg Abernethy shows how to make your own Directory Utility using CanDo!

As promised, this month we will commence work on a Directory Utility, or dirutil. A dirutil is very useful for copying, deleting, moving and renaming files without needing to know the associated DOS commands. Using the Amiga's Graphic User Interface, you can simply point and click to perform all of the above operations.

There are many dirutils available for the Amiga, both commercial and Public Domain. The best commercial dirutil available is *Directory Opus*, and *SID* and *DirWork* are examples of excellent freely distributable dirutils. Our dirutil won't match any of these, but I feel it is a worthwhile project for using CanDo's directory commands and Document scripts.

The program consists of two windows showing a Source and a Destination directory. There is also a window for displaying the current physical or logical devices or assigns available on the system.

In this month's tutorial we will concentrate on designing the windows to display the correct directory information, and adding some buttons for showing device listings and moving to the parent of the current directory. Over the next few months I will add as many features as possible to make the dirutil as comprehensive as possible.

Creating the Directory Utility

The specifications for the window are:
WINDOW NAME "Directory Utility..."
WINDOW SPECIFICATIONS
X POSITION = 0 : Y POSITION = 0
WIDTH = 640 : HEIGHT = 256
NUMBER OF COLOURS = 4
WINDOW BACK-FRONT GADGET : DRAG-BAR GADGET : WINDOW CLOSE GADGET

WINDOW OPTIONS

THE WINDOW HAS VISIBLE BORDERS TRY TO OPEN WINDOW ON WORKBENCH

CARD SPECIFICATIONS

CARD NAME "DirUte"

BEFOREATTACHMENT SCRIPT

If Supervised = FALSE

LoadSubDeckTheOriginDirectory\DirSub",
"Sub"

Else

LoadSubDeck "Work:ACARStuff/May/
DirSub", "Sub"

EndIf

Explanation:

When the deck loads, in the BEFOREATTACHMENT script, I set the location for loading the SubDeck. We'll deal with the SubDeck later.

"If Supervised = FALSE" means that the program is being run as a standalone application and therefore the SubDeck is located in the OriginDirectory where the application was first run. Otherwise, the application is being run from within CanDo and it is necessary to specify the exact location for the SubDeck. You will need to substitute the location of your SubDeck in place of my directory location.

AFTERATTACHMENT SCRIPT

If In = 0

Let In = 1

Let LeftDir = "SYS:"

Let Current = "L"

Let sys = 0

EndIf

SetPen 2

PrintText "PHYSICAL", 290, 84

Do "ShowSys", "P"

If Current = "L"

Do "ShowDir", LeftDir

If RightDir <> ""

SetCurrentDirectory RightDir

Let Current = "R"

Do "ShowDir", RightDir

Let Current = "L"

EndIf

Do "CurrentSide", 1, 0

Elseif Current = "R"

Do "ShowDir", RightDir

If LeftDir <> ""

SetCurrentDirectory RightDir

Let Current = "L"

Do "ShowDir", LeftDir

Let Current = "R"

EndIf

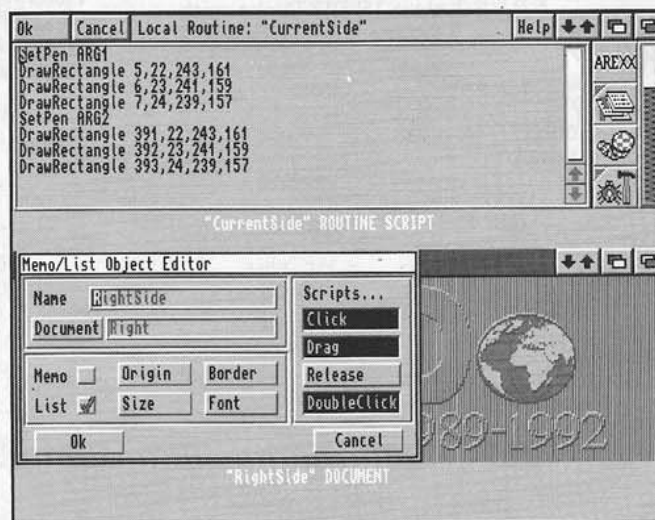
Do "CurrentSide", 0, 1

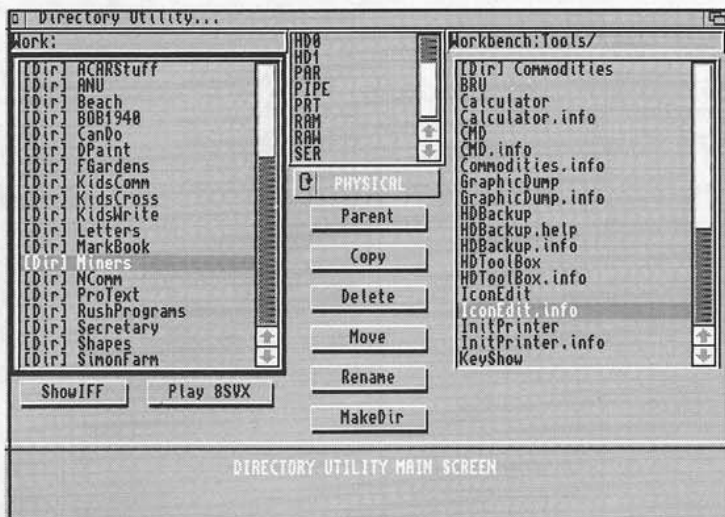
EndIf

Explanation:

When the application first loads I set the default directory to "SYS:".

I set some variables to handle which side is the current SOURCE location and also which type of DEVICE listing should be displayed ("P" means that I want to display a PHYSICAL listing of the available devices, "L" means LOGI-





CAL devices, and "A" means current assignments.) I then display the directory listing for that location in the left-hand document. When this script is performed on subsequent occasions, e.g. after displaying a picture, I need to display the current settings for the SOURCE and DESTINATION windows.

Creating the Directory Windows

The specifications for the two windows are;

LEFT WINDOW

DOCUMENT SPECIFICATIONS
DOCUMENT OBJECT NAME "LeftSide"
DOCUMENT NAME "Left"
DOCUMENT TYPE List Document
DOCUMENT ORIGIN X = 14 : Y = 27
DOCUMENT SIZE Width = 228 : Height = 152
BORDER Double Bevel
CLICK Script
WorkWithDocument "Left"
Do "CurrentSide", 1, 0
Let Current = "L"
If LeftDir <> ""
SetCurrentDirectory LeftDir
EndIf
Let line = TheLineNumber
MoveCursorTo STARTOF LINE
If TheCharacter = "*"
Delete CHARACTER
Else
If TrimString(TheLine) <> ""
Type "*"
EndIf
EndIf

Explanation:

When the user clicks in the LEFT window and there is a directory location set for the window, I set the current directory to LeftDir and perform the "CurrentSide" script to highlight the current window. If the line clicked on by the user is not a null string I place an asterisk at the start of the line to mark that file or directory. This file can then be copied deleted, renamed etc. If the user clicks on the line again the asterisk is removed, deselecting that item. The variable "line" contains the current LineNumber.

DRAG SCRIPT

If TheLineNumber <> line
WorkWithDocument "Left"
MoveCursorTo STARTOF LINE
If TheCharacter = "*"
Delete CHARACTER
Else
Type "*"
EndIf
Let line = TheLineNumber
EndIf

Explanation:

With the DRAG script the user can drag the mouse down the window to select files in the window. This works well for the files in the window, but I have not worked out a way to make the document scroll so that files can be continuously selected down the document. At the moment you have to use the docu

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ment drag bar to move down to the next section of files. Perhaps I will find an answer before the end of this tutorial. As the user drags the mouse down the document, the files are either selected or deselected.

DOUBLE CLICK SCRIPT

```
WorkWithDocument "Left"
If GetChars(TheLine,1,6) = "[Dir]" or
GetChars(TheLine,1,5) = "[Dir]"
  Let Dir = GetWord(TheLine,2)
  SetCurrentDirectory LeftDir\Dir
  Let LeftDir = TheCurrentDirectory
  Do "ShowDir",LeftDir
EndIf
Let Current = "L"
Do "CurrentSide",1,0
```

Explanation:

When the user double-clicks on a directory, this script gets the name of the directory and makes it the current directory. The listing for that directory is then displayed. Later, I will add a routine that enables an executable program to be run when it is double-clicked. I hope it will work, anyway.

Right Window Document Specifications

The right window is a duplicate of the left window with minor changes to the scripts. No explanations are required for the scripts. Copy the LEFT document and place it according to the specifications below. Edit the scripts as described below and you will have created the two directory windows.

```
DOCUMENT OBJECT NAME "RightSide"
DOCUMENT NAME "Right"
DOCUMENT TYPE List Document
DOCUMENT ORIGIN X = 399 : Y = 27
DOCUMENT SIZE Width = 228 : Height = 152
BORDER Double Bevel
CLICK SCRIPT
WorkWithDocument "Right"
Do "CurrentSide",0,1
Let Current = "R"
If RightDir <> ""
  SetCurrentDirectory RightDir
EndIf
Let line = TheLineNumber
MoveCursorTo STARTOF LINE
```

```
If TheCharacter = ""
  Delete CHARACTER
Else
  If TrimString(TheLine) <> ""
    Type ""
  EndIf
EndIf
```

DRAG SCRIPT

```
If TheLineNumber <> line
  WorkWithDocument "Right"
  MoveCursorTo STARTOF LINE
  If TheCharacter = ""
    Delete CHARACTER
  Else
    Type ""
  EndIf
  Let line = TheLineNumber
EndIf
```

DOUBLE CLICK SCRIPT

```
WorkWithDocument "Right"
If GetChars(TheLine,1,6) = "[Dir]" or
GetChars(TheLine,1,5) = "[Dir]"
  Let Dir = GetWord(TheLine,2)
  SetCurrentDirectory RightDir\Dir
  Let RightDir = TheCurrentDirectory
  Do "ShowDir",RightDir
EndIf
Let Current = "R"
Do "CurrentSide",0,1
```

Directory Location Fields

There are two fields for displaying directory information for the SOURCE and DESTINATION windows. The specifications are;

LEFT DIRECTORY FIELD SPECIFICATIONS

```
Field Name = "LeftDir"
Horizontal = 7
Vertical = 13
Width = 239
Border = DOUBLEBEVEL
FieldType = "Text"
Left Justification
NO Script
```

RIGHT DIRECTORY FIELD SPECIFICATIONS

```
Field Name = "RightDir"
Horizontal = 393
Vertical = 13
Width = 239
Border = DOUBLEBEVEL
FieldType = "Text"
Left Justification
NO Script
```

DEVICES LISTING

DOCUMENT SPECIFICATIONS

```
DOCUMENT OBJECT NAME "SystemDoc"
DOCUMENT NAME "System"
DOCUMENT TYPE List Document
DOCUMENT ORIGIN X = 253 : Y = 13
DOCUMENT SIZE Width = 132 : Height = 64
BORDER Double Bevel
```

RELEASE SCRIPT

```
WorkWithDocument "System"
Let Dir = TrimString(TheLine)!!"."
If UpperCase(Dir) = "RAM DISK:"
  Let Dir = "RAM:"
EndIf
Do "ShowDir",Dir
```

Explanation:

This script enables the user to select a DEVICE such as "DF0:" or "DH0:" to change the current directory location. Also available are logical devices and system assignments. There is a problem with "RAM:" being called "RAM DISK:" by AmigaDOS. I got around this problem by checking to see if the current directory was "RAM DISK:" and then setting it to "RAM:".

DEVICE SELECTION BUTTON SPECIFICATIONS

```
Button Name = "Sys"
Horizontal = 254 Vertical = 80
Size X = 130 : Y = 15
Border = ROLLO
Button Type = "Area"
RELEASE SCRIPT
```

```
SetDrawMode JAM2
SetPen 2,0
If sys = 0
  Let sys = 1
  PrintText "ASSIGNS",290,84
  Do "ShowSys","A"
Elseif sys = 1
  Let sys = 2
  PrintText "LOGICAL",290,84
  Do "ShowSys","L"
Elseif sys = 2
  Let sys = 0
  PrintText "PHYSICAL",290,84
  Do "ShowSys","P"
EndIf
```

Explanation:

ROLLO buttons are useful for when you have a series of options you want the user to select from. Clicking on the

button cycles through the choices available. In this case the choices are PHYSICAL, LOGICAL or ASSIGNS. As the user toggles through these choices the appropriate device listing is displayed.

PARENT BUTTON SPECIFICATIONS

```
Button Name = "Parent"
Horizontal = 270 Vertical = 99
Text = " Parent "
Border = SHADOW
Button Type = "Text"
RELEASE SCRIPT
If Current = "L"
  Do "ShowDir",ParentOf(LeftDir)
Elseif Current = "R"
  Do "ShowDir",ParentOf(RightDir)
EndIf
```

Explanation:

This button will allow the user to move up one level in the directory tree in the currently selected directory. I check to see which directory window is currently highlighted and then display the parent of the current directory.

Routines

Following are the routines associated with the work completed to date.

```
ROUTINE "ShowDir"
If ARG1 = ""
  ExitScript
EndIf
SetCurrentDirectory ARG1
IfError
  SetWindowTitle "Error accessing Directory..."
  Delay 0,1,0
  SetWindowTitle "Directory Utility..."
  ExitScript
EndIf
MakeDocument "Work1"
MakeDocument "Work2"
WorkWithDocument "Work1"
InsertDirectoryList DIRECTORIESONLY
SortDocument
MoveCursorTo STARTOF DOCUMENT
If TrimString(TheLine) = ""
  Delete LINE
EndIf
Let L = LinesInDocument
If SizeOfDocument > 0
  Let x = 0
  Loop
    Let x = x + 1
    PositionOnLine x
```

```
MoveCursorTo STARTOF LINE
Type "[Dir]"
Until x = L
  MoveCursorTo END OF DOCUMENT
  NewLine
EndIf
WorkWithDocument "Work2"
InsertDirectoryList FILESONLY
SortDocument
MoveCursorTo START OF DOCUMENT
If TrimString(TheLine) = ""
  Delete LINE
EndIf
WorkWithDocument "Work1"
InsertDocument "Work2"
Flush "Work2"
If Current = "L"
  WorkWithDocument "Left"
  Let LeftDir = TheCurrentDirectory
  If UpperCase(GetWord(LeftDir,1,".")) = "RAM DISK"
    Let LeftDir = RemoveChars(LeftDir,4,5)
  EndIf
  SetText "LeftDir",LeftDir
Elseif Current = "R"
  WorkWithDocument "Right"
  Let RightDir = TheCurrentDirectory
  If UpperCase(GetWord(RightDir,1,".")) = "RAM DISK"
    Let RightDir = RemoveChars(RightDir,4,5)
  EndIf
  SetText "RightDir",RightDir
EndIf
Clear DOCUMENT
InsertDocument "Work1"
If TrimString(TheLine) = ""
  Delete CHARACTER ,1
EndIf
MoveCursorTo START OF DOCUMENT
Flush "Work1"
```

Explanation:

This routine is perhaps the longest of the whole application. It deals with displaying the directory information in the directory windows. If we are trying to show a directory that is a null string, we exit the script to avoid trouble. If it's a valid directory, we set the current directory to that location.

In some cases an error may occur. For example, if the user has selected PHYSICAL and then clicked on SER an error will occur. We trap this error and display a message. If all is okay, two documents are created, the directory listing is placed in one document, sorted and then has "[Dir]" added. The other document has the file listings inserted,

they are sorted, any blank lines removed, and is then inserted below the directory listing. In this way a neat, sorted directory listing is displayed. A check is done to see where to display the information, and the directory field is set to the current directory location.

```
ROUTINE "ShowSys"
WorkWithDocument "System"
Clear DOCUMENT
If ARG1 = "P"
  InsertDeviceList PHYSICAL
Elseif ARG1 = "A"
  InsertDeviceList ASSIGNS
Elseif ARG1 = "L"
  InsertDeviceList LOGICAL
EndIf
MoveCursorTo END OF DOCUMENT
Delete CHARACTER ,1
SortDocument
MoveCursorTo START OF DOCUMENT
```

Explanation:

This routine displays the currently selected DEVICE listing in the "System" document.

```
ROUTINE "CurrentSide"
SetPen ARG1
DrawRectangle 5,22,243,161
DrawRectangle 6,23,241,159
DrawRectangle 7,24,239,157
SetPen ARG2
DrawRectangle 391,22,243,161
DrawRectangle 392,23,241,159
DrawRectangle 393,24,239,157
```

Explanation:

This routine draws a rectangle around the currently selected window, and removes the rectangle from the other window.

Final Words

That's all for this month. To use this program you will need to remove the BEFOREATTACHMENT script. Try the utility and you will see (I hope!) that you can move from one directory location to another, select device listings and multi-select files. Next month we will commence work on the copy, delete and rename functions. The SubDeck, as well as a Picture, Brush and Icon viewer and a Sound Player will be added.

See you next month. □

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For Beginners Andy's Attic

Exploring WB 2.0

by Andrew Leniart

Last issue we took a gander at the new options available on the Workbench pull down menus. This month we'll be looking at a few of the improvements the system software has given us in the Tools drawer. Let's go exploring.

The Tools Drawer

If you don't have a hard drive, you'll need to go to the "EXTRAS2.0" disk supplied with your upgrade to find the programs which we'll be looking at here. Those lucky enough to have a hard drive hooked up to their Amiga and that used the installation software supplied with the upgrade kit, will find the tools drawer already set up in their main Workbench partition.

Open up the tools drawer and you'll instantly recognize a lot of the oldies that were in various places in the old WB1.3. MEMACS is there, Calculator, InitPrinter, CMD, IconEdit and so on. But don't make the mistake of skipping over them thinking that they are still the same old stock standard boring tid bit's that Commodore decided to fill the disk with. A few of these programs have been enhanced quite a bit with the upgrade and are now more usable than before. In fact, some of them have been developed to a state where they can at last be considered to be most helpful to even the experienced Amiga user, eliminating the need to search for third party utilities in the Public Domain to achieve the tasks which they perform. IconEdit I believe is one of them. Let's have a bit of a look at it, eh?

IconEdit

NB: For our new Amiga users, IconEdit is a utility which allows you to modify the appearance of any icons you may currently have on any of your disks, (including your workbench disks). With it, you can change the way those icons look, the functions that they perform and even create new icons of your own. Keep reading for more information.

Remember the old IconEdit program supplied with WB1.3? You could be forgiven if you can't because the majority of Amiga users never bothered with it. It was a pathetic excuse for an IconEditor and most people opted to get rid of it to make space and use one of the many public domain Icon editors which were much simpler to use and offered more functions to play and manipulate icons with. Not so with the WB2.0 Icon editor. This one is bundled with oodles of useful features.

Fire it up and you'll end up with a totally different looking editor to what you would have seen before. Many more gadgets are available than we had before with the more interesting ones being the

Circle, Box and Fill gadgets. All of the above mentioned three are handy when creating icons of your own. The Circle and Box gadgets give you a quick and easy way of drawing a circle or box which is then ready to modify to your heart's content to create your masterpiece.

The fill gadget on the other hand is an excellent and easy way of changing the colour of a complete or partial area of an icon. For example, let's say you have an icon which displays a nice pic of a face within it, but you don't like the colour that the original artist has made the face. Simply select the colour that you would prefer the face to be, click on the Fill gadget and then click on the face. Shazzam! The face now has your preferred colour. Experiment with these gadgets for a little while and you'll soon get the hang of changing any icon your heart desires to look the way you'd like it to.

The ARROWS you see in the editor are used to move the icon image you're working on around the editing box (or mini screen). Handy if you are working with a particularly large icon which won't fit in the editing box and gives you a means to be able to still modify and work with the icon.

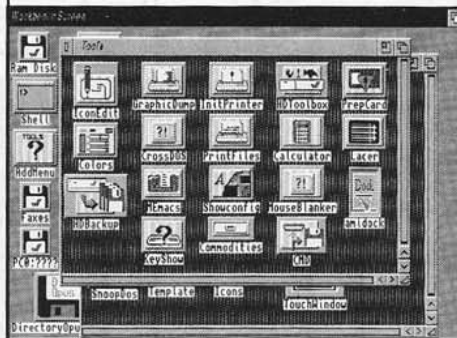
The Pull Down Menus

So much for the gadgets. Even more interesting are the new pull down menus that have been added to the IconEdit program.

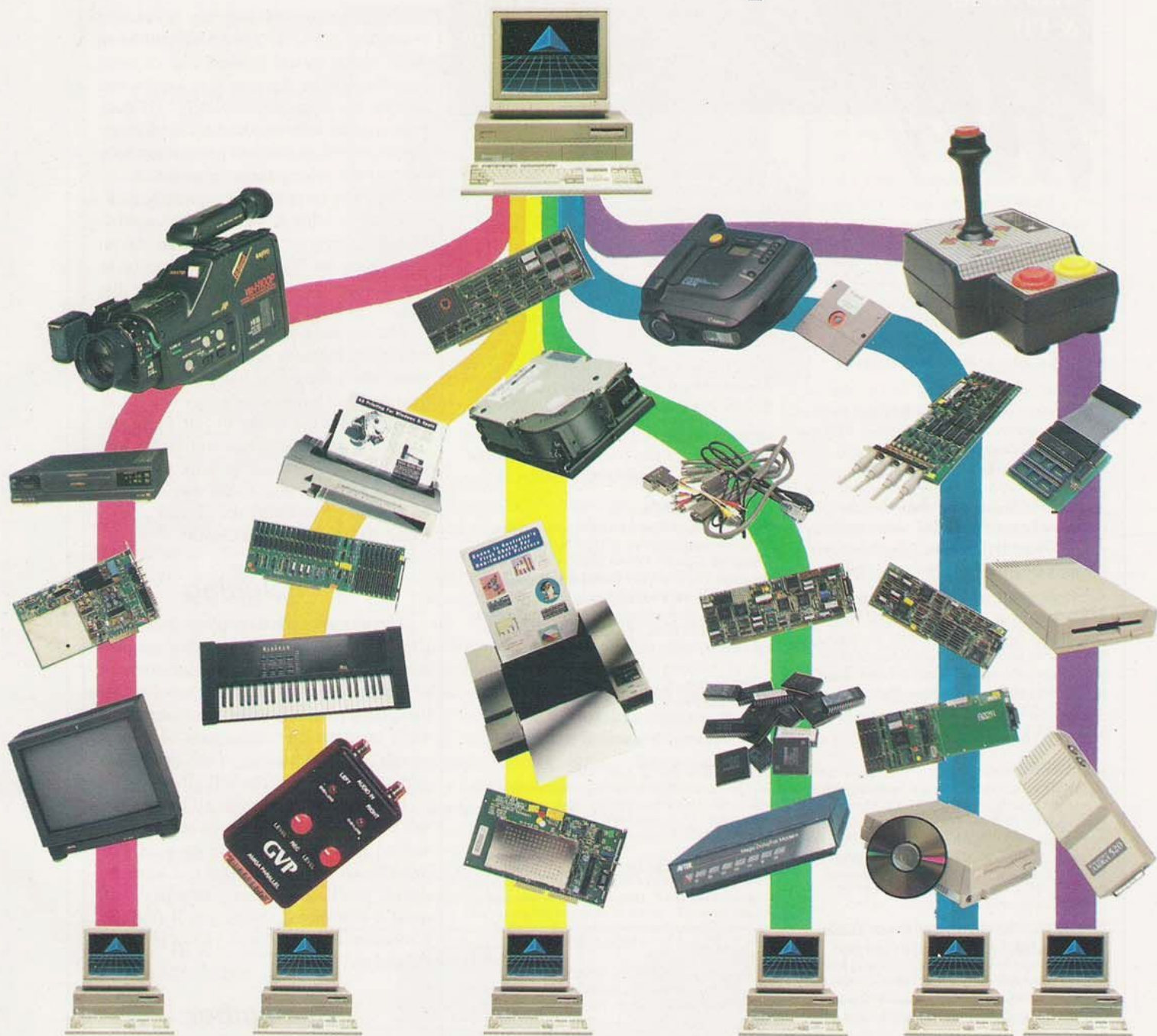
Starting from the far left "Project" pull down menus, we have a NEW option. No prize for guessing what this one does. It simply allows you to open (or select) the default icon to edit and change. Which default icon will be selected is determined by what type of icon you want to be working with. I.e: If you wish to create and/or modify a disk icon, you would first go to the "Type" pull down menu and select DISK. Going back and using the NEW function in the project pull down menu would result in IconEditor loading the built in default "disk" icon ready for you to modify and save to your own preferences.

Moving down one, OPEN allows us to load an existing icon either from your workbench disk, or any other disk you have in an external drive.

The SAVE option does as the name suggests and saves your modified icon



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with any changes that you may have made or added to it. NOTE: The SAVE pull down menu option should be used with caution! It will overwrite the icon you loaded and destroy the original completely. To keep your original safe, use the SAVE AS menu option instead, as that will prompt you for a new name and keep the original intact.

"Save As Default Icon" is a nifty addition also as what it will do when used is actually save your creation to be shown when using the "Show All Files" option in the Workbench pull down menus we discussed last issue.

Moving right along, we get to the EDIT pull down menu in IconEdit. Here is one place where the editor has gone leaps and bounds over Commodore's previous effort. We now have the ability to Cut, Paste and Copy IFF and ILBM bits and pieces that you may have created in paint programs such as Deluxe Paint. Great way to create an icon out of a masterpiece pic that you've found and were impressed with.

Concluding

There is so much to explore in this one simple (yet powerful) little utility supplied freely with the upgrade that space does not permit me to go into it as much as I would have liked to in this issue. For that reason, we'll continue our exploration of it next month along with some of the other little gems that came with the WB2.0 upgrade.

Until then, I'd urge you all to sit yourself down for an hour or three and just play around with what you have on your new Workbench and Extras disks. I have no doubts you'll be pleasantly surprised with quite a few of the things you'll find. So remember, it's all in there, ya just gotta dig around and find it.

Remember

Readers are reminded that they can write in for help with problems that they are encountering with their new WB2.0 programs and applications by writing to Andrew Leniart direct at PO Box 1335, Hoppers Crossing, Vic 3029. The most interesting questions will be answered and discussed in future issues. Andrew can also be contacted electronically via modem at his Bulletin Board "Andy's Attic! on (03) 749-4897" 24 hours a day. Log on, say hi and leave a message. Feedback is always most welcome. □

DeLuxe Paint Tutorial

Easy Abstracts With Virtual Colours

Graham Bowden continues his entertaining and educational series on getting more out of the ever popular Deluxe Paint.

Last month we looked at creating hundreds of what I first termed pseudo-colours but later tagged virtual-colours using *Deluxe Paint's* Hi-Res mode. This month I promised a practical example. So here it is - the virtual-coloured abstract. It's hand drawn using *DPaint* and took about an hour to complete. (Figure 1).

It began life as a large rectangle created and filled with a chequerboard pattern as described last month. Next, just 12 colours from the palette were adjusted to be used to complete the design. Several colour ranges were made using some or all of those 12. A few brushes were created as shown on the left of Figure 3. The shadings across the brushes were generated using the new DPIV "Shap", "Cir" and "Con" fill types.

The actual ranges of colour used with these fill types can be chosen either from the "Range" slider within the Range Requester or from the "Range" box in the Fill Type Requester. HOWEVER, if you do use the Fill Requester's "Range" box, remember to hit the <Return> key WHILE THE "RANGE" BOX REMAINS ACTIVE to lock in your change. Exiting the Fill Requester with the "OK" button without first pressing <Return> will cause *DPaint* to revert to the previous selection. Got that? Good. If all else fails Right Alt-[or Right Alt-] will step up or down the colour ranges via the keyboard.

With the brush shapes stamped down on a spare area of screen, a stencil was prepared which allowed painting on only one of the checkerboard colours. This was accomplished by simply magnifying a portion of the checkerboard, calling up the Stencil Requester, making a left mouse click on the screen over the colour to be protected then exiting the requester via the "OK" button.

Because I was going to begin by drawing straight lines (vectors), with my multi-coloured brushes and because I wanted lashings of colourful patterns within the abstract, I activated "Multi-cycle" from under the "Prefs" menu. Why "Multi-cycle"? Anyone who has painted in cycle mode will have seen

the colours change as the brush is drawn across the screen.

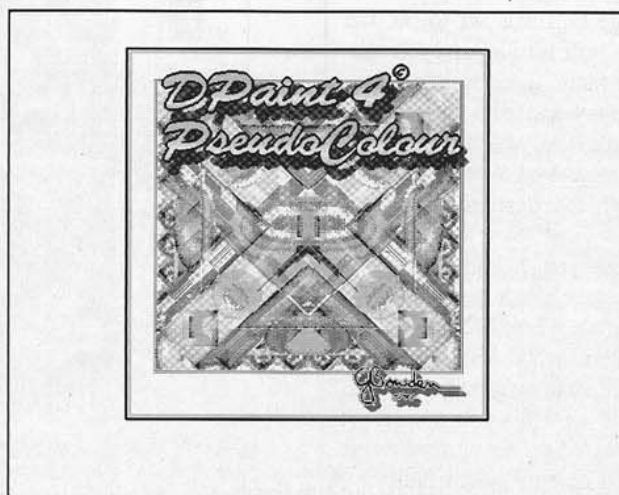
Painting in cycle mode with a custom brush attached to the mouse but with "Multi-cycle" NOT selected causes the brush to revert to mono-colour and the colours to cycle as dictated by the currently active cycle range. But with "Multi-cycle" active it's the colours of the custom brush which cycle almost regardless of range selections.

HOWEVER ... Ugghh! That word. The Achilles' Heel of *Deluxe Paint 4* is its cycle function. You may remember I criticised some of the changes to this function when I road tested DPIV originally. There are other severe hiccups which I didn't mention which seriously affect Multi-cycle.

Naturally the colours making up the brush must be part of at least one colour range. That's okay and is to be expected. The problems arise when attempts are made to use the brush with "Cycle" selected from the "Mode" menu and "Multi-cycle" active from the "Prefs" menu. Read the following very carefully with reference to the illustration in Figure 2 and pray that EA fix the problem in a future upgrade.

Imagine there are three colour ranges created. This means that as the "Range" slider is moved from one to three there will be colours on the bar for each number. Moving to range four however will reveal a blank range bar. So far so good.

Figure 1



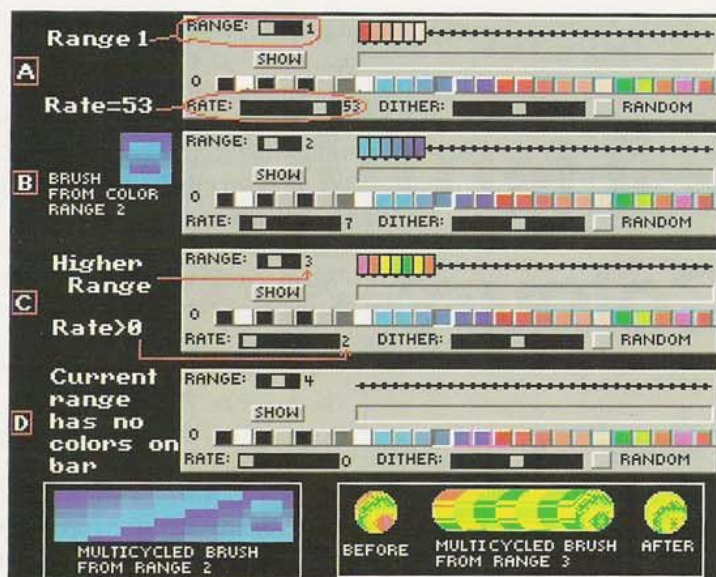


Figure 2

With a built in brush attached to the mouse and "Cycle" selected as the drawing mode a multi coloured squiggle will appear as the brush is dragged about the screen, the colours being dependent on which "Range" is currently selected (1-3). From this one could be excused for believing that a multi-coloured brush consisting of colours from range 2 would multi-cycle provided "Prefs>Multi-cycle" was active.

Well, my dear electronic artisans, one would be wrong. The "Rate" of the applicable colour range must be greater than zero for Multi-cycle to operate. However, it still may not cycle. Pitfalls still abound for the amateur painter.

If the Rate of range three was moved even minutely above zero, it wouldn't matter if range two was set to 60, the brush colours will no longer cycle unless and until range three is again lowered to zero. Any and all colour-ranges greater than the one which is required to multi-cycle must have their Rate set to zero before the desired effect can operate.

Lower colour ranges can be set anywhere, they won't affect the effect as it were. But there's more. What if colour range four were to be selected? Note from Figure 2 that range four has no colours on the bar. If a range with no colours is selected as the current range then the brush colours won't multi-cy-

cle. So don't select uncreated colour ranges.

Naturally, if the brush contains colours from more than one range then the colours from only one range will be able to cycle at any time. Which one cycle depends again on the rules laid down above. That is, the colours from a lower range will only cycle if the higher range is set to zero and no range with zero colours on the bar can be selected as the current range.

Got a problem understanding all that?

Well dear and gentle dyslexics, I feel for you because there's more yet.

Beware of using colour ranges which use any colour more than once, as in Figure 2C where the 2nd and 3rd colours are the same as the 6th and 7th. Be warned, strange things will happen if an attempt is made to multi-cycle a brush made from colours in such a range, and the changes to the brush are not reversible. Got all that? Oh good, I shouldn't have to simplify it but I will.

1) If a brush is to be multi-cycled then construct it from the colours of only one range.

2) Select that range as the current range and ensure its "Rate" is set above zero.

3) Don't use any palette colour more than once within the range.

4) Set the "Rate" of all other ranges to zero.

5) Activate the "Prefs>Multi-cycle" function, press F7 to enter cycle mode and go for it.

Finally, Multi-cycle does not operate in perspective mode nor in animation mode or with an anim-brush.

Well, I said it was flawed. Perhaps now we can return to the matter at hand namely, the creation of the abstract. The vector tool was chosen as the drawing medium and several brushes were multi-cycled out across the stencilled canvas.

Figure 3



This allowed me to cover the rectangle with lots of colour and interesting patterns but only one colour of the checkerboard was covered.

The next step involved reversing the stencil. This had the effect of now protecting the colours I'd just painted down while at the same time unprotecting the other colour of the checkerboard. I now whizzed around and stamped my different brushes down in roughly proportional positions, multi-cycled a few more vectors and drew a few new filled shapes on the "other" half of the rectangle.

The stencil was reversed again and a few more shapes were stamped down here and there. To make the abstract look symmetrical I turned the stencil off and picked up exactly the left half of my patterned rectangle as a brush, part of which is shown in Figure 3. I cleared the screen and stamped the brush down.

Next the brush was reversed on its X-Axis by simply pressing keyboard "x", making it a mirror image of the

half on screen (see again Fig 3). The brush was then carefully matched to its mirror image and stamped back down. Voila! a multi virtual-coloured Hi-Res abstract creation. Great Stuff.

For the title I chose my font, typed out the words, filled it with the pattern you see then picked it up as a custom brush. For the outline I selected a dark blue as the current foreground colour and tapped the "o" key twice to put a two pixel border around the title.

The special brush necessary for the shadow was a little tricky. First the F2 key was pressed to allow the title brush to be stamped down as a mono coloured brush. Black was selected as the colour to stamp it down in. Pressing the "." key allowed me to swap back to a one pixel pencil and the old favourite two pixel brush pattern was drawn.

Now for the tricky bit. Read it carefully. On the screen I had a white background with the outlined title painted down. There was also a black silhouette

of the title and the two pixel pattern required for the checkerboard pattern fill brush. Remember when picking up a brush in DPaint the current background colour is treated as transparent.

By temporarily making black the current background colour when picking up the two pixel brush I ended up with a white brush, the black being treated as transparent. This white pattern was used to fill the black title silhouette giving the required result for the halfbright shadow.

I reselected white as the background colour, picked up the "shadow" and stamped it down on the abstract. The final step was to grab the actual title and whack it down over its shadow. The two "splodges" in the lower left of Fig. 3 are magnified versions of the top of the "t" in "DPaint" showing the shadow pattern.

It's art made easy, once mastery of the cycle mode has been achieved, along with selective use of the stencil feature.

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GST and the C64

"The Goods and Services Tax, according to Hewson, would be better for everyone, even for computers. Except one - the C64. If Hewson gets in, computer software and hardware prices will drop, causing people to stretch away from the C64 and can now afford an IBM or Amiga. It's almost too late for Commodore to enhance the capabilities of the C64. They stuffed up the new FD-2000/4000 in charging \$500 to \$650 for it. It has 3.2 megabytes of storage,

This column is actually being written just a few days after the Federal election, so I can safely say that the GST will not be much of a concern from here on. Briefly, even if it had been introduced I doubt we would have seen any real significant changes in the purchasing trends of computer-related equipment. Prices of hardware probably would have dropped with the abolition of sales tax and import duties (however, remember you'd still add 15% onto the figure). Of course, you really need to consider the overall effect a GST would have on life in general to make any kinds of assumptions on how it would

There are several C64 BBS packages around, but one of the more popular is the Image Colour system. For a hard drive, you can't go past CMD's units. Although pricey, they are very reliable. For local prices and availability, talk to Novo Computer Hardware on (049) 602 082.

Marian Smith, of Karrinyup WA, writes: "Looking through the December 1992 edition of *The Australian Com-*

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C64 LOGIC

modore and Amiga Review, I was inspired to get my trusty word processor going and respond to the plight of reader R. Austin.

"I used to be a GEOS user (GEOS 2.0 running on the C128 set in 64 mode) and I made the same fundamental errors this particular reader did when I first upgraded from version 2.0

"If the Configure program is not touched, R. Austin would find that the A drive configures in 1571 mode (this is the geoRAM cartridge). Don't meddle with that. If there is only one floppy drive, it can be configured in either 1541 or 1571 mode. The same applies if there is a second floppy drive. The RAM drive option is something I ignored once I found it was superfluous to my system setup.

"As for R. Austin's problem with geoWrite, perhaps it was inadvertently excluded from the "installation" procedure or a step was omitted. I had the same problem, but overcame it by go-

ing through the entire installation over again right from scratch and got it right eventually. What the chapter on installation fails to mention is that part of the process involves encoding the other disks with a hidden code. This is why one has to ignore the old system and backup-system disks and leave them out of it altogether. Throw them out. You don't need them under 2.0r.

"I think it was my *Maverick* manual which mentioned this hidden code or ID, because I used *Maverick* to make several backups of all my GEOS program disks and I never touched the original system disk apart from when I bought *geoPublish* and installed that application. All my backed-up disks worked just as if they were original. I also had another little problem with *geoWrite* because of omitting it from a step in the *Maverick* copying procedure - the page numbering went awry repeatedly. When I managed to trace the problem to the *Maverick* program I saw proof

that I had omitted it from a step in the copying process. I had to start from scratch and make a list of the application that *Maverick* needed to process in whatever way it did, so that I wouldn't leave any applications out.

"I hope my experiences will be of assistance to R. Austin because it is a terrible plight to be in."

OJ: Thanks for the advice, Marian. This 'keying' process, as it is called, has caused many headaches because people have forgotten to install a particular application when they've upgraded their system disks. *Maverick* is a very useful utility if you do get into any kind of trouble installing GEOS.

That just about wraps up The C64 Column for another month. Don't forget that as always, I'd love to hear from you. Send your questions, suggestions, bouquets and brickbats to me at:

The C64 Column, PO Box 288, Gladesville NSW 2111.

See you next time. ☐

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HOT PD

Daniel Rutter snoops around the traps to find out what's the best in Public Domain released for this month.

It's a lean time for PD libraries. While production of Amiga freely distributable software is not slowing noticeably, the long hiatus in Commodore's production of new machines, particularly inexpensive mass market ones, has manifested itself as some Amiga users deserting the platform for the more widely used IBM.

Of course, Commodore has now come out with the A4000/040 and 030, and the A1200, and these machines should produce a new generation of Amiga owners to bolster the ranks of the Fish Disk and other software buying public, but this isn't happening overnight and in the meantime the balance sheet for profit-making public domain libraries is suffering.

Of course, the library owners can hardly complain. Fisk Disk libraries sell a service - the provision of freely distributable software - and so there's not a thing they can do if somebody else - user groups and Bulletin Board Systems generally - gives the software away for much less. And few libraries make a colossal contribution to the Amiga world - there are some notable exceptions, like Fred Fish's AmigaLibDisk library, but in general the libraries' input wouldn't be greatly changed if their number were halved.

Conversely, however, every little bit counts. One must not forget that Amiga PD libraries are, kilobyte for kilobyte, half the price of their IBM counterparts - and Macintosh dealers are even worse! The well established libraries provide a reliable, reasonably priced and efficient service. And for most users, without the time, inclination or money to hunt around BBSs or attend user group meetings, libraries are a fast and painless way to get hold of up to date, inexpensive software.

By all means go to your user group, keep on calling the BBSes, but don't forget what a good deal we Amiga users get in the commercial library department, and get yourself a couple of catalogues. It can't hurt!

A1200HD Stuff

The A1200 is a great machine - and it's rumoured a "proper" version with built in clock and other improvements will be on sale by Sydney World Of Commodore time, which should increase demand still further - and people are already starting to play around with hardware hacks for it.

I've found a text file that tells you how to install other IDE hard drives than that supplied, with pinouts for the connector, and there's also a fairly helpful PCB layout picture. Note that as usual, if you toast your machine, yourself or your suburb as a result of this information it's your problem, not mine - but it does no harm to check out the document, which is duly on the companion disks.

DiceCalc

Players of paper and dice based war and role playing games develop an encyclopaedic knowledge of, and a deep and abiding hatred for, dice. Particularly when you're asked to roll nine 20 sided dice and add 14 to the result, and then do it another eight times. *DiceCalc* is a simple little program which will roll any number of standard sided (four, six, eight, 10, 12, 20 or percentile) dice, and add or subtract anything you like from the result. Not much use for single rolls, but great for repetitive stuff - or Game Masters who want to go one up on the Joneses.

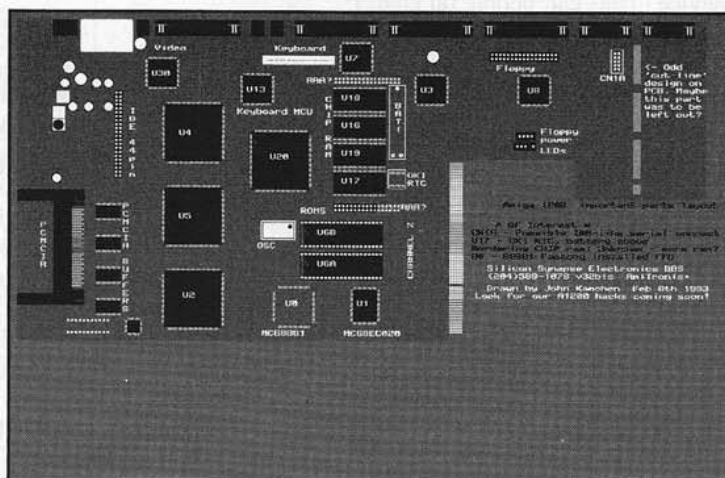
DoubleX

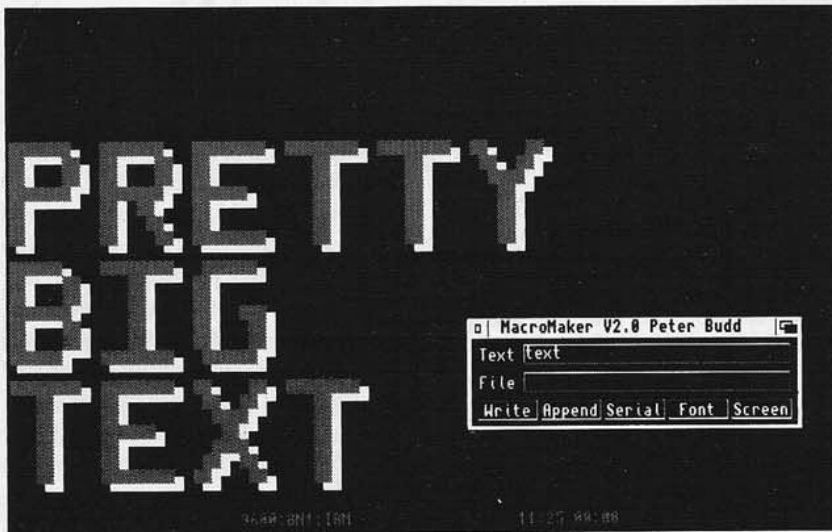
Wise Amigoid Say - "Program with X on end of name written by Steve Tibbett". Wise Amigoid is right - this prolific writer of umpteen other X programs has come up with this squib for WB3 users, which automatically promotes programs' screens to DblPAL or DblNTSC even if the brain-dead program specifically asks for an interlaced NTSC or PAL screen mode. Tiny, simple, useful (but only for owners of AGA machines).

DetachFile

This program takes an executable and processes it so that it'll autodeattach from the CLI when run - in other words you get your prompt back without having to

PCB picture of the Amiga 1200 included in this month's Hot PD Disk





MacroMaker

Run or Runback the program. Seems to work, worth a look - but unfortunately documented in German. Not to worry, it's simple.

MacroMaker

This program popped up a while ago now, and caused great annoyance to various BBS operators, many of whom have banned its use. It allows you to turn text into GIANT characters made of IBM character graphics - so you need an IBM font, included with any decent comms program, to view them properly on Amiga. These hugely irritating entities can be saved as files or - and here's the clever bit - pumped out down the serial port in real time, as long as you're using Commodore's standard serial.device. Thus can people on chat boards be intimidated and whole conversations ruined. In the interests of global anarchy, I've included it on the companion disks.

FileStorage

File Storage is a ShareWare file librarian, a database for files. It keeps track of lots and lots of floppy disks, and maintains a database of what's on each and how much spare room there is, so every disk can be used as efficiently as possible. The freely distributable small evaluation version will only accept a five disk database - the regis-

tered (\$US12) version will do up to 1000 disks! The database is quite powerful, since you can enter descriptions for each file and up to 16 file type classes to search for; if you've got a lot of stuff you can never find, this is the program for you.

NoFrag.library

This is a programmer's package which provides you with some easy to use routines to make it simple to (de)allocate a large number of smaller memory-chunks without having to worry about memory fragmentation. The library has been written totally in 68000 assembler to keep it small and fast. As usual, you'll know if you want it, it is, of course, fully documented.

SuperDark

Anybody who's ever used a Macintosh will have encountered, and probably wasted a lot of time playing with, *After Dark*. *After Dark* is a suite of many, many screen blankers - programs which are meant to stop an image burning into an unattended monitor, although this is virtually impossible with colour monitors anyway. Nonetheless, screen blankers are fun and *SuperDark* brings the multi blanker idea to the Amiga and does it pretty well.

There are many oddball blankers included, most of which have configura-

tion windows you can pop up to muck about with their operation. They're generally coded adequately, although I can't get a couple working - the music one, which sounds really good, just won't start on my machine. Nonetheless, if you want some really frivolous blankers, you could do worse than check this out. A WB2 Commodore version and a 1.x version are included, so no matter what you run you can use *SuperDark*!

Spliner

While I'm on the subject of blankers, this is a much simpler one, more suitable for floppy users. All it does is draw those pretty bouncing lines every computer user of any standing knows and loves. It uses the spline code from the old "Mackie" program, but it's a WB2 Commodore. Simple and effective.

ExecRexx

This weeny program converts ARexx programs into executables. It's not bulletproof, since it doesn't support all Rexx commands and also needs a library I've not been able to find, but neither is it bad - you'll know if you need it, and if you've got the rexxapp.library from dissidents you're in business.

ProText

This is a full commercial word processing package, version 4.3 of which has now been made freely distributable on its own disk. It's got spelling checking and lots of other functions, on-line help, and can easily be installed onto floppy or hard disk - or will boot from its own disk. If you're looking for a good word processor at the right price this is probably it - it's great to see commercial software coming out into the FD arena instead of the companies clutching unprofitable older programs to their chests.

PrintManager1.1

Print Manager is a printer spooler; a program which intercepts any program which attempts to output to the PRT: device or printer driver - in other words anything which tries to print in the way

Commodore say you should. The print tasks are placed in a list, so lots of programs can print sequentially without clashing or freezing up. You can also abort, shuffle and pause print tasks - and if your system crashes while things still have to be printed, they'll be recoverable without going through the whole setup routine again. Useful - requires WB2.

PowerSnap2.1b

I've harped on about *PowerSnap* before, but you may have been living down a hole and missed it. *PowerSnap* lets you grab text with the mouse from just about anywhere and paste it just about anywhere else. V2.1b adds keyboard control of the excellent history window (which lets you select anything you've snapped this session easily without re-snapping it), and several bugfixes. *PowerSnap* will make your life easier - get it!

Don't

Okay, the token silly program for the month. *Don't* is an invaluable program which will save you much data loss. Remember all those times when, all unknowing, you typed "format drive <something important> name oops". Simply prefix the line with "Don't" and this fascinating program will ensure your data remains intact, by doing absolutely nothing. Anything after the word "don't" is completely ignored! *Don't* is ShareWare (\$3). If you find it useful, pay ...

DataTypes

Users of the new machines will have noted that WB3 allows you to use "datatypes" - these let appropriately written programs treat other graphic formats as if they were standard IFF and load (but not save) them flawlessly. I've found a couple of datatypes for GIF and PCX format files - they're on the companion disks.

NoReq

This program by Jonathan Potter has been around for quite a while now, but it's useful so I thought I'd mention it.

Bulletin board operators and anyone else who wants their system to do something unattended will probably be familiar with the scenario of coming home to a machine showing a requester which has been there for the last three days, paralysing the system and annoying people. *NoReq* is a simple program which intercepts any attempt to open a requester and instantly prevents the box appearing. You never even see the requester appear, and, with luck, the system tootles on cheerfully. Useful.

ARP.library

The AmigaDOS Replacement Project, or ARP, was and is a godsend to users of the earlier versions of AmigaDOS - the ARP commands are smaller and more powerful than their DOS1.x equivalents. But with the advent of WB2 many ARP commands just don't work any more, and AmigaDOS works better overall than ARP ever did.

ARP has therefore become something of an embarrassment, and patch programs to redirect calls to the ARP library and other related gubbins have been doing the rounds. This latest, unofficial version of the ARP.library continues this trend, removing the defunct ARP references and rerouting most ARP calls back to standard DOS, to speed things up. Only, of course, useful if you've got WB2 or later.

PicBoot

A few columns ago I mentioned *BootPic*, a program to bring up a picture while you booted which automatically quitted out when anything tried to open a screen. *PicBoot* is the same sort of thing, except it's better written and will let you display any picture at all, not just the internal one. Pretty much useless but entertaining - requires WB2.

MegaView

This is yet another picture viewer - with one very cute difference. While you're downloading a picture via modem (in straight uncompressed IFF or GIF format), *MegaView* can intercept the download and display the picture while it arrives - so if it's a dud you can

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abort the DL and not waste your time. The IBM world's had displayers with this feature for a while now - nice to see it coming over. On the down side, in the brief time I've had before the deadline for this article I've not been able to get *MegaView* working; the docs say it won't work with *JR-Comm*, but I use *NComm* with which it's supposed to be okay. I've no idea what it clashes with, since it freezes the system. I hope you have better luck!

EPU

This is a real-time compression system - whenever something writes to a device the data gets compacted, whenever something reads from the device the data decompresses again. *EPU* is quite easy to install, although an automatic installer is not included; and from

my small experience of it seems to work well, giving a little less than 50% compression on most data, or a doubling of your disks. *EPU* uses the *lh.library*, which is included, and is a great idea for programmers who want compression but don't want to waste their time rolling their own compression algorithms.

You can use *EPU* on floppy, hard or RAM disks, but you'll need a faster processor than 68000 if you don't want really, REALLY slow transfer rates. If you've got a faster processor, *EPU* is a great way to double your hard disk space for only a US\$15 Shareware fee. Not bad, eh?

SysInfo

Last month I mentioned *SysInfo* - in the interim it's jumped to v3.14, which

adds a little more A1200 accuracy, a 68020 fix and a tweak for the braindead (get it and see what). *SysInfo* is a good workhorse system comparison program which will tell you lots of stuff about your system's size, speed and arrangement - every home should have one.

Last month's Hot PD had no companion disk, so the one non-Fish program referred to in it (*SysInfo*) is on the disks for this month's - except it's v3.14, higher than was available then. The companion disks, which are fully iconned except for programs that don't run from Workbench, are called HotPD 8a & b and may be had from Prime Artifax - (02) 879 7455. They contain everything I've mentioned this month except *ProText*, which has its own disk.

Till next time! □

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C64/128 - GeoCanvas, floppy drives
Games - Great Napoleonic Battles, California Games II, AGE, Epic, Treasures of the Savage Frontier, Tennis Cup II

DEC 1992 Vol 9 No 12

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C64/128 - C64 to PC, GeoWrite
Games - Myth, Dojo Dan, Liverpool, Crazy Cars II, Hook, Crime City

JANUARY 1993 Vol 10 No 1

● CanDO V2.0 ● Mini Office ● Hard Disk Standards ● Removeable mass storage ● Amiga Conference ● Display System ● Deluxe Paint Masterpiece ● Pagestream Hotlinks 1.1 ● AMOS - AMAL ● CanDo - AREXX
C64/128 - Printer Problems, GeoVISION, Modems
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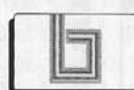
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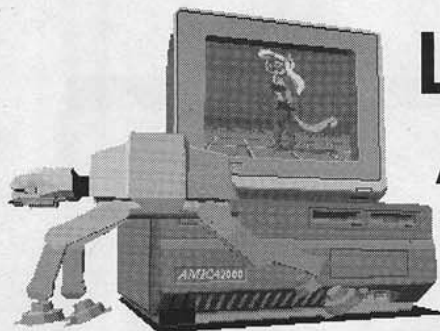
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Amiga Expo 1993 - Melbourne Report

by Michael Spiteri

Patiently we waited, eight years in fact, for an Amiga exhibition to hit the city of Melbourne and highlight to Commodore and the world the potential of the Amiga users in Victoria. And wait we did - through the years of the Amiga 1000, 2000, 500, 3000, 2500, even the 600! Now the time had come. With Commodore having just released the Amiga 1200 and 4000, we were not going to miss out.

So let it be told that on Sunday, 28th March, 1993, on your average Melbourne weekend of sun, rain, and wind, 3,000 people marched their way into the Malvern Town Hall to become part of history - the First Amiga Expo!

Big things start out small. One hall, just over ten major exhibitors. Now I've been to many exhibitions - PC expo's that have hundreds of exhibitors over huge areas - but I can tell you one thing, none of them matched the excitement that filled the air at this event. Crowds came in the morning and didn't leave until the late afternoon. These few exhibitors had too much to show off, too much to attract.

We'll start with **Opal Technology**, who must now hold the world record for squeezing hundreds of people onto a small stage. Presentation after presentation, the crowd on the stage never waned. Nobody was going to miss what Opal Technology had on show.

Of course I'm talking about OpalVision, a little piece of hardware that gives the Amiga 16.8 million colours with serious animation and painting, with optional add-ons such as video switchers, genlocks, and framegrabbers. The basic OpalVision card starts at under \$1000, and for that you bring the graphic power of your Amiga almost up to the multi-thousand dollar commercial systems.

The organisers, **Power Peripherals**, used their stand to display a great range of GVP products, such as software from Powercopy, a powerful file backup utility, and Image FX, a 24-bit graphic package (competing directly with Opal Vision), and hardware in the form of turbo enhancers for the Amiga 500 and 1200, and the recently released G-Lock, a genlock allowing overlays of scrolling or static titles and graphics over recorded or live video.

Digital.Import were out promoting the CDTV with a large range of sound & graphics CD's, while **GSoft** were showing off their home grown (in Victoria) products Audio Engineer, Turbo Print Pro and Super Sounds, as well as flogging off the new floptical drives for the Amiga.

MVB Computers had a well set out stand that attempted to squeeze in as many different Amiga products as possible. They were selling everything from the recently released *Lemmings II*, through to a large range of bridgeboards, accelerators and productivity software.

Maxwells set up a little supermarket where visitors could purchase discounted games titles, Amiga 1200s, CD drives and a range of add-ons for the entire Amiga range.

Computa Magic also had a well stocked stand. They were pushing the Golden Image Hand Scanners, and the Vidi-12 Digitiser, as well as a good range of games and productivity software.

ACAR was there, of course (this was one event we would not miss), Kerrie (Lady of the Realm) was giving out heaps of free hint sheets, while I was signing up new subscribers and flogging off the Annuals and Adventurer Realm hint books.

How about this for the deal of a century? **World Domination Enterprises** have just set up a great new shareware service. For just \$30 a year you have free access to a huge shareware library (including all Fred Fish stuff) for a year. The only catch is you have to supply the blank disks. It's a great idea that was certainly attracting a lot of attention at the expo. Contact them on (052) 292 316 or on the Eclipse BBS (052) 296 690.

Last, but not least, the **Amiga Users Group Inc** set up their stand next to us, promoting their ever growing organisation. \$30 gets you membership to a club of over 800 Amiga members plus a great newsletter called Workbench. Write to PO Box 684E, Melbourne 3001.

Congratulations to Power Peripherals and all the exhibitors for biting the bullet and getting the show finally on the road. Whispers told of very pleased Commodore top nobs, and why wouldn't they be? Amiga Expo 93 is surely here to stay, providing the perfect entree to World of Commodore at Darling Harbour. Three thousand people couldn't be wrong. □



Phil Campbell's MEGA Entertainment

*All the latest news and views from the world of
entertainment*

Chaos Engine Arrives

Mindscape are pleased to announce the arrival of the latest gem from The Bitmap Bros. *Chaos Engine* has been long awaited, and judging by the playable demos that have been circulating it's a top class game. Watch for a full review soon.

A1200/A600 Software ROM Switcher

Having trouble running your old games on your new Amiga? Amadeus Computers (008) 808 503, can fix your problems with a new public domain pro-

gram that will fool your Amiga into thinking it's running Workbench 1.3. It's free with any software purchase, or you can buy a copy for just \$5.00 - order from Amadeus at 34 Tecoma Dr, Glenorie NSW 2157.

Electronic Arts New Releases

Sad to say, Amiga game releases are slowing down, particularly from Electronic Arts. They tell me Amiga users just aren't buying games these days! Prove them wrong by rushing out and grabbing *Arabian Nights*, *James Pond 3*, *KidPix* and *Soccer Kid*.

Hints Disk Offer

The ACAR Hint Disk collection is still alive and well, thank you very much, and living a life of luxury and ease on the banks of the beautiful Clarence River. Here's a copy of an unsolicited testimonial - "Please send me a copy of hints disk 1. I've found the second disk to be very helpful - I hope the original is just as good!" It is, Peter, it is.

So if you'd like your very own copy of the very useful Hints Disk 1 or Hints Disk 2, send us a blank disk, a cheque for five bucks per disk, and a stamped self addressed envelope.

Send your order to:

ACAR Hints Disk Offer, PO Box 23, Maclean NSW 2463.

Howzat!

Mindscape March Competition Winners

Boy, our March competition sure stirred up the cricket fans out there. Congratulations to the following readers, who will all receive a complimentary copy of Mindscape's locally produced *Howzat!*

D. Garrett of Townsville Qld, Ben Cheney of Lockleys SA, Mark Feodoroff of Palmerston ACT, David Reece of Dapto NSW, David Board of Queenstown Tas.

Amazing EA Nigel Mansell's Grand Prix Competition

Win an Autographed Copy of Nigel Mansell's Grand Prix

He came, he saw, he conquered. And then he signed the box! Yep, Nigel Mansell - the man himself - has autographed a copy of his very own game! And Electronic Arts have asked us to give it away!

There's also a flashy looking autographed wall poster that will look great on your bedroom wall.

How do you enter? It's simple. Jus

answer these questions on the back of an envelope and send it to EA Competition, c/o Phil Campbell, PO Box 23 Maclean NSW 2463 by the end of the



month.

Question 1. What position did Nigel Mansell finish in the Australian Grand Prix?

Question 2. What is Nigel Mansell's current world ranking?

Question 3. What sort of car does Nigel Mansell drive?

Question 4. Name another Grand Prix computer game.

ENTERTAINMENT & HINTS & TIPS

Here's your chance for fame and glory! Send in your hints, tips and full solutions, and we'll print them along with your name. We'll probably even say nice things about you, like the nice things we said about Jason Strudwick (below.)

Send them to Entertainment Hints, PO Box 23, Maclean NSW 2463. And remember, if you send a pile of hints on a disk with a stamped, self addressed envelope, we'll send you a complimentary copy of ACAR Hints Disk 2.

On with the show. The following huge pile of tips comes from the exceptionally talented, generous and good looking Jason Strudwick. (How was that, eh?)

Addams Family

Walk past the continue door to the left and collect four extra lives. Go up immediately into the hall of rooms, walk left until you are under the door above you and push up. Now collect all the goodies.

Here are some codes for the same game.

&1Y1M ?191D B919D
V1S14 V919B BG9K&
BLJK#

Another World

Here are the 16 level codes for this hellish game:

EDJI, HICI, FLLD, EDIL, FADK,
LDCI, ICAH, LDIJ, LALD, KJIA, LFEK,
FLAK, LAEA, FIEI, GABK, KCGB

Barbarian II

To replenish any lost energy simply hold down HELP, M and E.

Darkman

Type MEACULTA anytime during play for infinite energy.

Dojo Dan

While playing, type 'WOOLAN KIDKICKSBUTT'. You will now have infinite lives. Press S for shield, F8 completes level and F9 completes section.

EPIC

Codes for the first 9 levels:

AURIGA, CEPHEUS, APUS,
MUSCA, PYXIS, CETUS, FORNAX,
CAELUM, CORVUS

ACTION REPLAY CODES FOR ARMOUR-GEDDON

Jim Darcy is a programming genius from Toowoomba, Qld. (Yeah, I know, all this praise is getting a bit sickening, but it's the only way to get people to send hints!) Jim's been slaving away over his Action Replay cartridge, and in the notes below he'll show you how to make *Armour Geddon* hop, skip and jump. Even if you haven't got *Armour Geddon*, read on - it's an excellent Action Replay tutorial. We'll print part two next month.

Altering Quantity of Vehicles or Weapons - To alter the quantity of vehicles or weapons available, use the monitor "M (address)" command to alter the following locations.

eg. M \$2af02 would show a line of 16 bytes from memory location \$2af02 to \$2af11. The first two bytes represent the quantity of tanks you have at the beginning of a game (training mode on).

Similarly, the first two bytes at memory location \$2af04 represent the quantity of tanks you have at the beginning of a game (with training mode off).

To alter the value at a memory location, just type over it and enter, and you will now have more tanks.

Vehicle or Weapon	Training Mode on	Training Mode Off
Heavy Tank	\$02af02	\$02af04
Light Tank	\$02af58	\$02af5a
Hovercraft	\$02afae	\$02afb0
Bomber	\$02b004	\$02b006
Fighters	\$02b05a	\$02b05c
Helicopters	\$02b0b0	\$02b0b2
Lasers	\$02b106	\$02b108
Bombs	\$02b15c	\$02b15e
Rockets	\$02b1b2	\$02b1b4
Missiles	\$02b208	\$02b20a
Neutron Bombs	\$02b25e	\$02b260
Retd. Bombs	\$02b2b4	\$02b2b6
Night Sights	\$02b30a	\$02b30c
Shells	\$02b360	\$02b362
Drop Tanks	\$02b3b6	\$02b3b8
Telepods	\$02b40c	\$02b40e
Fuelpods	\$02b462	\$02b464
Cloakers	\$02b4b8	\$02b4ba

You must alter the above locations BEFORE you start the game. If you alter them during a game, it won't make any difference until you surrender that game and start off in a new game. If you give yourself a large number of vehicles or weapons, but that particular vehicle or weapon has not yet been developed, it still won't show up in your stores.

Mindscape Historyline Competition

As you'll notice from the review in this issue, *Historyline 1914-1918* is a beautifully polished strategy game with an educational edge. This month, the ever-generous folks at Mindscape are giving away three copies.

How do you win? It's easy. Simply read the review, then answer the following questions on the back of an envelope, add your name and address, and send it in to Mindscape May Competition, c/o Phil Campbell, PO Box 23 Maclean NSW 2463. Sorry - the competition closes at the end of the month.

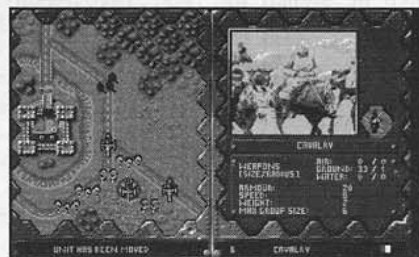
1. What was the name of the Archduke whose assassination sparked the first world war?

2. What sort of map are traditional war-games played on?

3. What was the overall rating of *Historyline*?

4. What number do you dial if you want to speak to Mindscape?

It's easy, I know - so why not get your entry in right away.



Entertainment Letters

Got any gripes with a game? Need advice? Or do you simply want to sound off about something? Here's your chance. Write to the Entertainment Mailbox, PO Box 23, Maclean NSW 2463 and you can air your views all around Australia - and New Zealand too!

Amiga Pals Wanted

Dear Phil, I just bought an Amiga 500, and was hoping through your section of this great magazine, that I could get in touch with new Amiga users, who just like me, have just bought an Amiga.

Any members of the community, who are interested please write to me and we can get to know the Amiga better. I would also like to swap hints and cheats with anyone and talk about new games.

For the inquisitive person who asked for a cheat for the *First Samurai*, here it is. Hold down F1 at the title screen to skip levels.

Frankie Pucek

10 Joan Court

Sebastopol Vic 3356

Ed: Glad you've joined the Amiga community, Frankie. Let's hope you get a good response from other readers.

A Little Language Adjustment

Dear Phil, The problem with piracy these days, is that the word PIRATE gives these people brave and mighty glamour. Where is the justice? These people should be called "DISK MOLESTERS". I think this suits them a lot better than PIRATES.

Marcus Toyne

Maroochydore Qld

Ed: What an excellent idea! You're absolutely right about the glamour that's attached to "piracy" - unfortunately, it's just about killed the Amiga software industry stone dead! Just ask companies like EA, who used to be great supporters of the Amiga. The illicit software net-

work has worked so well that there's hardly any point in trying to market Amiga games any more. And it's all thanks to the Disk Molesters.

More Piracy Dilemmas

Dear Phil, I recently advertised a PD club I was going to start, but due to people thinking I meant Pirated games, I have decided to close the club. PD does not mean Pirate games. I will not be replying to anyone interested, as I think pirates are what really stuffs up the Amiga software market. Please notify interested software pirates that they are what stuffed up my good idea.

Matt Lowe

Dinmore Qld

Ed: Sorry to hear you've thrown in the towel, Matt. Chalk up yet another victory to the glamour boy pirates ... sorry... disk molesters.

A Sensible Upgrade

Dear Phil, I bought *Sensible Soccer* when it first came out on the market, right after I read about the upgrade they were doing, so I asked on the warranty card where it could be done, but so far I have not received any reply. Can you please help me?

Also I have an old game called *The Kristal*. I can't get any further than the spaceship. Can anyone help?

H Rupper

Oxley Qld

Ed: Contact Richard Treloggan at Mindscape (02) 899 2277 regarding upgrades for *Sensible Soccer* - just send in your old disk and you can upgrade for \$39.95 including postage. That's a saving of \$30 on the usual retail price. Mindscape's address is 5-6 Gladstone Rd, Castle Hill 2154.

As for your *Kristal* problems, it's been a while since it's been on the market - but maybe you'll get lucky if another kind reader decides to help out.

Game Wanted

Dear Phil, I recently started buying ACAR and like it very much. I am searching for a game called *Their Finest Hour*. Could anyone help me? Also if anyone has any PD for sale or swap, let me know.

Phillip Body

Albury NSW

Ed: If anyone has a genuine, legiti-

mate copy of the game Phillip is after, drop us a line and we'll put you in touch.

Suspicious Story

Dear Phil, I am hoping that any concerned reader would have any instructions for some games I have purchased. They came with no instructions and I desperately need them. Here we go: *Wall Street*, *Go Go The Ghost*, *Crazy Cars*, *Hunt For Red October*, *Up Periscope*, *Max Headroom*, *Inheritance II*, *Time Tunnel*, *Broad Street*, *Roland The Rat* and *Chase HQ*. Please help me!

Rhonda Toms

Redbank Plains Qld

Ed: Rhonda, I'm a little confused as to how you got all these games without manuals. Are they the real McCoy, or are they copies? If they're copies, then you've really been sucked in! Second, why do you need instructions for games like *Chase HQ* and *Crazy Cars*? Seem simple enough to me, unless the games use key-word copy protection. Why not ask the person you bought them from for the manuals, or take them back?

Entertainment Forum

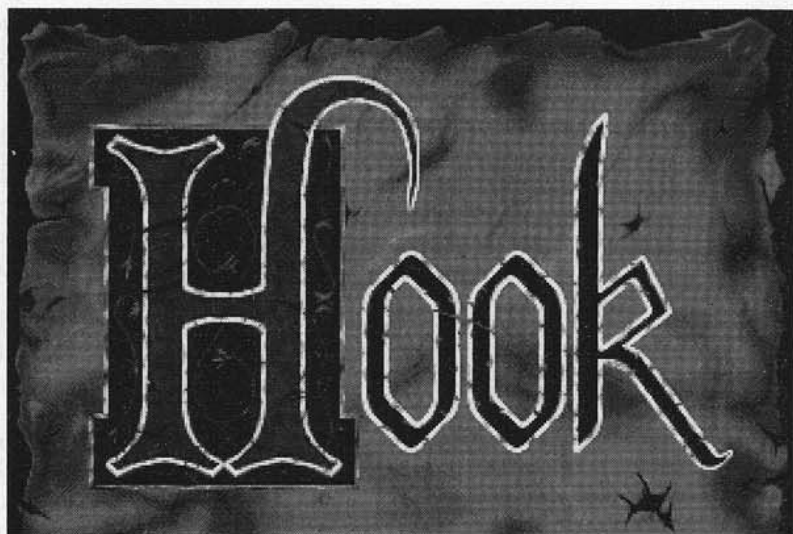
Regular readers might recall we started an "entertainment forum" back in the March issue on the subject of "what makes a great game great." Responses have been trickling in amidst the normal mail, so check out the thoughts offered below.

Wine, Women and Song?

Dear Phil, A classic game is like the ideal woman, affordable, with captivating looks and lasting appeal. Like a good wine, it gets better with age and is not relegated to a dusty shelf after a few day's play. Like chess, a classic game, is easy to learn but hard to master. Like a good book that's hard to put down, so is a classic game hard to stop playing when you are thoroughly engrossed in it. Good graphics and sound alone don't make a classic game but like a great painting or popular song it captures your interest by involving you beyond the superficial. Like a classic movie it appeals to almost all types of people young and old. And like a sunny day in Melbourne, a classic game makes a refreshing change!

Joe Hanna-Rivero

Keilor Downs Vic



Full Solution

Are you hooked on Hook? Stuck in Mugger's Alley with nowhere to go? Don't know how to get the gold? Expert adventurer Mark Harris will take you by the hand and lead you through the whole game! Load it up, sit down with a nice cuppa and read on ...

Part One

You're at the Pirate's Square. Go down Mugger's Alley. Go to Dr Chop. Take blind off the window. Ask Dr Chop how to get pirate clothes (hat, pants etc). Now ask Dr Chop how you can earn some extra money.

Let Dr Chop take two teeth. (two gold coins). Check the map before you

leave. Now go to Jolliest Roger's. Ask the Manager about the war, then ask him how to get the hat. Now leave.

Go to Pirate's Square. Now go behind Pirate's Square, and take the washing line pole and the anchor. Look at the jacket. Go to Pirate's Square, then to Dead Man's Pier. Take the rope, and use it with the anchor.

Go to Crossed Swords. Take two cups. Go to the Bait and Tackle. Take the cup. Go upstairs and onto the balcony. Use the grappling hook on the top of the clock twice - on the third time you will swing across the square and if you timed it right you will get the pirate's hat.

Swing across again and use Mrs Smeadle's door, quickly swing back and go behind Pirate's Square and use washing line pole on jacket. Examine the jacket - you'll find one gold coin. Go back to Pirate's Square. Go to Mugger's Alley. Go to Jolliest Roger's Place. Now talk to Fake Jake (the man that sits nearest the bar). Ask him if he needs a drink.

Give the bartender the three mugs. Give the bartender the three coins. Give Fake Jake the three mugs filled with cocoa. Take Fake Jake's pants, and go out to Mugger's Alley.

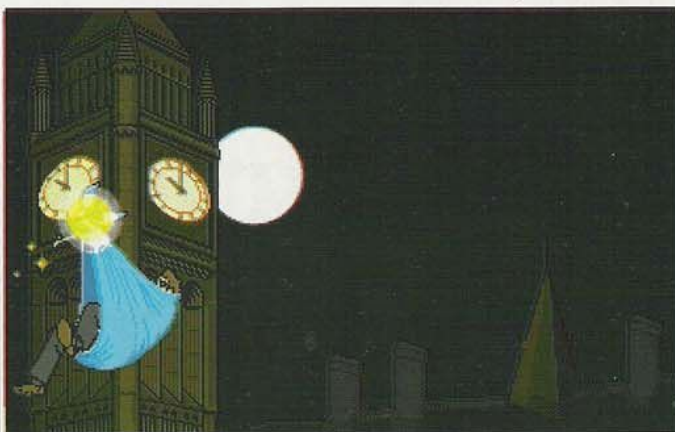
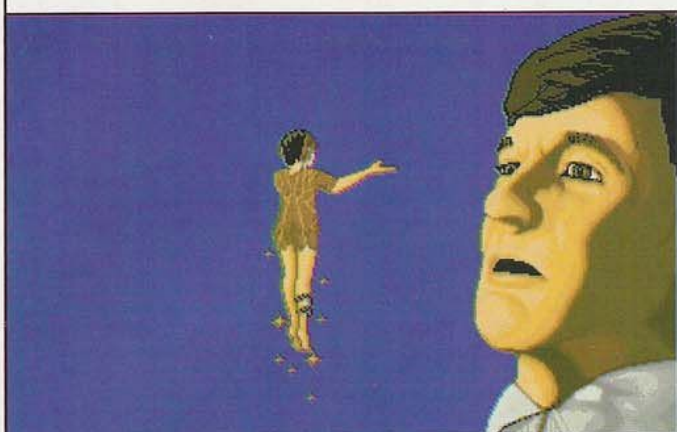
Now go back to Pirate's Square. Go to behind Pirate's Square.

Use the blind. Go to Pirate's Square. Go to Mugger's Alley. Go to Good Form Pier. Go to the ship. Go to the right and take the coins that are in the pots. Now go back to Good Form Pier and Mugger's Alley, Pirate's Square. Go To Ye Pirate's Tailor. Ask the tailor for any Metal Detectors, then give the money to her.

Go out to Pirate's Square, then Mugger's Alley and Good Form Beach. Use magnet on "X" on the beach. Go back to Mugger's Alley. Go to Good Form Pier.

Go to the ship. Go to the left of the ship. Walk over to the crowd, Hook





will hear the clock and call you over. You will bargain about how much time you will need to get into shape for the war. Hook will finally offer you three days, which you will accept, and then you jump off the ship. You've completed Part One!

Part Two

You're at the bottom of the sea. Examine the steelpiece. Examine the big shell - you get a conch. Use your washing line pole with the ropes. Use the big shell. You're now at the Look-out-Point.

Go right into the Neverforest.

Now you're in the Neverforest, just follow the signs (in case you get lost). Go right three times. Go up. Go right. Go up. Go left four times. Go up. Go right twice. You get trapped. Tinkerbell rescues you. Go into the tree - and that's it for part two!

Part Three

You'll find yourself in the Lost Boy's Dining Area. Go to the Round Pond and talk to Tinkerbell. Ask her everything. Go to the slingshot and talk to Ace. Ask him everything. Go to Dining Area, then to the Lost Boy's Workshop - take the arrow.

Now go to the Jogging Area and use the jogging equipment at least three times. Go to the Avenger, take and examine the net. Then go back to Jogging Area, and to Four Seasons. Take the



deadwood. Use the deadwood with string. Take the flower.

Go to the chicken and use the conchshell. Take the eggs fast, then go back to the Jogging Area and the Lost Boy's Workshop.

Give the eggs to the boy, then go to the Dining Area and the Round Pond. Give the flower to Tinkerbell, take the branch from the tree, and go to the Dining Area.

Go to the slingshot, and use the piece of strong elastic with it. Use the branch with the string. Go to the Dining Area, and then to the Lost Boy's Workshop.

Use bow with the Panpipes, take the Panpipes and go to the Dining Area. Go to the slingshot, then to the upper cliffside. Use yourself with the far corner of the fence three times.

Now ask Thudbutt what he thought about that. (*Hmmm - not even sure what*

I thought about it! - Ed.) Go back to the slingshot and use the slingshot with yourself. Ask Thudbutt what his happy thoughts are - he'll give you some marbles. Go to the slingshot, then the Dining Area.

Talk to Rufio. Say to Rufio "Oh Rufio!". Go to the Round Pond and walk to the middle of the screen. Now you're inside Nevertree. Talk to Tinkerbell. Examine the brown pile in the middle, and then the chair to the right. Examine the fireplace.

Now wait and watch the movie. Talk to Tinkerbell again and she will give you the whole story. You will then find your happy thoughts.

Part Four

Now you're ready for all-out war with Hook, and you're fully Peter Pan. You're back at Hook's ship, and the good news is, this part is easy.

Say to Hook, "Peter Pan The Avenger!". Tell Hook "Good Form James," then, "Tick Tock Tick Hook's Afraid Of Dead Old Croc!"

Tell Hook "You Kidnapped My Kids Hook, You Deserve To Die!", then "Put Up Your Swords - it's Hook Or Me This Time!". Now tell Hook again, "Peter Pan The Avenger!" - sometimes you have to repeat these a few times.

And that's about it! You'll win back your kids, and everyone lives happily ever after. □

USER GROUPS

The Best Source of Information

Commodore - Amiga User Group Support

If you're using a Commodore computer or have just purchased one, then User Groups are one of the best places to learn how to use it. From setting the computer up to using software and choosing add-ons, such as hard drives and more memory, etc. There are many Commodore User Groups, one may be near you where you can join and meet some new friends that use the same Commodore computer as you.

Most User Groups offer Public Domain Software, Bulletin Boards, magazines and lots more so call one near you and get more out of your Commodore computer.



Commodore 64 and Amiga Australian User Groups

For more information call the one close to you or
call Hot Shots on 02 428 7797 Sydney, 008 805067 national
for other User Groups not listed

NSW

Amug Burwood
PO Box 308 Burwood 2134 NSW
Australia

Wollongong Amiga Group (WAG)
155 Jacaranda Av Figtree 2525 NSW
Australia

Sydcam
GPO Box 1542 Sydney 2001 Sydney
Australia

QLD

Commodore Computer User Group Inc
PO Box 274 Springwood 4127 Qld
Australia

Commodore Amiga User Group Mackay
PO Box 422 Mackay 4740 Qld Australia

VIC

Albury/Wodonga Commodore User Group
Inc
PO Box 1014 Albury 2640 Vic Australia

Shepparton Commodore Computer Club
11 Dunrobin Shepparton 3630 Vic
Australia

Eastern Suburbs Eighty Users Group
(ESEUG)
PO Box 134 Doncaster 3108 Vic Australia

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Amiga Users Group of WA Inc
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Commodore Computer Club
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Operation System: _____ Serial No: _____

Monitor Model: _____

Printer Model: _____

Add-ons: _____

DEALER DETAILS

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Dealer Suburb: _____

Dealer State: _____

Dealer Phone: _____

Please supply copy of receipt of purchase

Still recovering from the excitement of the original, Phil Campbell filed this report on the most awaited sequel ever ...

Lemmings 2

Just after the turn of the decade, English computer programmer David Jones had a brilliant idea. He'd write a game unlike anything that had ever gone before - a game with a twist. This would be the world's first computer game featuring wall-to-wall, suicidal, follow-the-leader rodents. The game was *Lemmings*, and the twist was simple. Instead of killing everything in sight, this time the challenge was to save them.

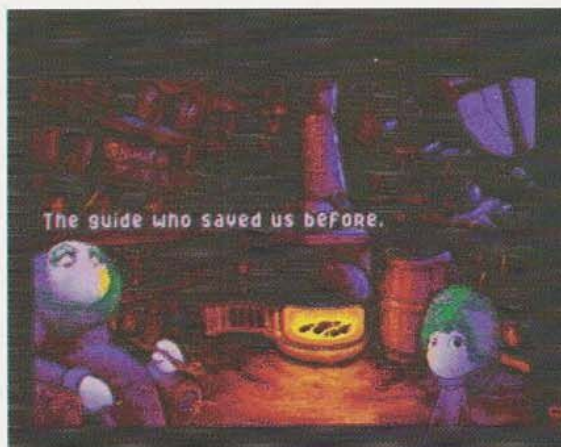
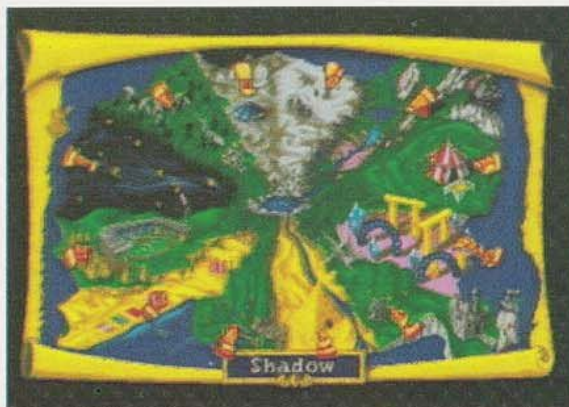
Lemmings was an instant hit. When I first reviewed the game back in April 1991, I could hardly contain my excitement. "*Lemmings* is unique," I wrote. "The graphics are delightful, and each tiny Lemming demonstrates an amazing amount of character. Above all, the concept is simple, and the game is lots of fun."

And today, I stand by every word. The original *Lemmings* has stood the test of time. Not only that, the game spawned a host of imitators - the highest form of flattery. Everyone loved *Lemmings* - and now, just when you thought the fever had subsided, here comes *Lemmings 2 - The Tribes*. Mind you, it's been a long time coming to Australia. If you're a reader of the English mags, you will have seen previews as early as last November. That's life when you live in the colonies, I guess.

The first thing you'll notice when you load *Lemmings 2* is that the basic concept hasn't changed - get as many pesky little rodents as possible from one end of a level to another in a set time limit. As before, you do this by dishing out special powers to strategically

placed Lemmings. However, where the original game had only eight Lemming varieties, like climbers, blockers and diggers, *Lemmings 2* has an amazing 61 character types to master, segregated into 12 tribes. In other words, it's a whole new kettle of rodents.

In keeping with the original game, the backdrops are brightly coloured, complex, and sorta cute. Of course, it goes without saying that they're also extremely "Lemming-unfriendly." There are high things to fall off, low things to bump into, and pools of lava



FACTBOX

Lemmings 2 - The Tribes is a worthy sequel to the original, and certainly worth checking out. Has it got the same long term appeal as the original? Ask me this time next year.

Ratings:

Graphics:	83%
Sound:	81%
Gameplay:	84%
Overall:	82%

Distributed by Sega-Ozisoft (02) 317 0000. RRP Amiga \$79.95.

to fry in. Take care!

In Level One, we need to get the little guys from their entry portal at the top of the screen across a nasty chasm to the circus tent on the other side. At your disposal are 40 runners, 40 jumpers, 40 stompers, 40 stackers, 40 attractors, 40 archers and 40 ballooners.

This time, though, most of their skills won't be needed. Check out the level carefully and you'll see a useful looking cannon attached to a pulley system on a lower platform. Dig through the floor with one of your stompers, move the cannon into place, and it will fire your Lemmings neatly across the gap. In the allotted three minutes I saved 22 Lemmings and scored 5902 points - so it's on to level two.

This time we're at the North Pole, with a party made up of skiers, jumpers, fillers, scoopers, throwers, attractors and bombers. In other words, it's a completely new ball game.

The beauty of the original *Lemmings*, and again here in *Lemmings 2*, is that it's a game that forces you to think in ways you've never thought before. Each level looks impossible at first, but you will always find you have exactly the resources you need - it's just a matter of figuring out how to use them!

Non-historian Phil Campbell delves into the past with the aid of a very educational strategy game ...

Historyline 1914-1918

Dateline Sarajevo, June 18th 1914: An open-topped roadster idles into the kerb outside M. Schiller's fashionable hotel on a balmy Thursday afternoon. Calmly, a figure steps forward from the footpath. A shot rings out - and Archduke Franz Ferdinand lies dead on the leather upholstery.

We're playing *Historyline 1914-1918*, and we've just witnessed the event that ignited the First World War. With the resignation of Germany's Otto von Bismark in 1890, the string of alliances that had maintained the balance of power in Europe collapsed. By the time the fateful bullet finds its mark on that Sarajevo afternoon, the tinderbox is ready to explode into flames.

It's a complex scenario, especially for a confirmed non-historian like myself. But in the first five minutes of the game, you'll digest three decades of German foreign policy with the aid of an animated, colour coded map. It's a concise introduction to the era that's guaranteed to leave you tingling with political tension.

The history lesson fades, and the game begins. The Option Menu is a business-like affair featuring embossed metallic lettering on a backdrop of rivetted armour-plate steel.

The game setup switch lets you configure the game to suit your preferences - and your hardware. "Extended

fight sequences" are only recommended if you've got plenty of spare memory. You can choose human or computerised opponents and decide whether or not you want instant access to enemy base statistics.

Historyline 1914-1918 is best described as a strategic war game - a World War I simulation aimed to stretch the brain rather than the reflexes. Traditional war games have long been played on boards marked in a hexagonal grid. Figures with various properties are moved around the board in a bid to capture enemy territory.

Similar rules apply in the computerised version. The main screen on *Historyline* is split to give twin birds-eye views of the battlefield. The detail is impressive - you'll see clumps of trees, fortified buildings, bunkers and grassy knolls. Moving the on-screen pointer allows scrolling around the map.

Players take turn at re-arranging their units - small icons representing infantry, cavalry, or artillery forces - into strategic positions. Each unit has a limited range of possible movements.

After two or three movement cycles, my guys are within spitting distance of the enemy. I can't claim there's anything particularly strategic about the layout of my troop formations. To be honest, they're clumped around pretty well at random.

It's time for action. The screen pointer changes as it moves over each unit - if there's an enemy unit within range, a simple

FACTBOX

If you're a history student, a history teacher - or even if you're just plain interested - *Historyline 1914-1918* doesn't just teach history. It brings it to life. Highly recommended.

Ratings:

Graphics:	81%
Sound:	79%
Gameplay:	83%
Overall:	82%

Distributed by Mindscape (02) 899 2277. RRP \$79.95.



mouse click switches the unit to attack mode. Usually this phase of a computerised war game is about as exciting as watching the grass grow, but in *Historyline*, battle sequences are actually animated on the screen.

My guys are spread out across the lower half of the display, and the enemy troops face them from across a grassy field. Storm clouds gather over the mountains on the horizon as the battlefield erupts. Shots whistle back and forth until finally, there's silence. And in this case, it's a win for me.

If you've played a computerised wargame before, you'll take to *Historyline 1914-1918* like a duck to water. If you haven't, it's a great place to start. Controls are simple, and the game screen finds a perfect balance between the traditional "hex-map" and a realistic landscape. It's actually fun to play, and if you keep your eyes open, you just can't help learning. □



Haaiiia! Laetone Gravalin sets out on an honourable Japanese quest, as he searches for the ...

Sword of Honour

Most Ninja and martial art games have only one plot; kill or be killed. But *Sword of Honour* is different. Its gameplay and its storyline make it unique.

The *Sword of Honour* has been in Shogun Yuichiro's family for centuries. With its strong magical powers, the sword must never fall into the hands of evil. That's why Yuichiro has been guarding it day and night.

The wicked ruler of north Japan, Toranaga, is desperate for the sword - his plan is to take over Southern Japan, and spread his web of evil through the land.

When Yuichiro wakes up one morning to find the sword gone, he immediately knows who has taken it - he also knows that if he doesn't get it back he stands to lose not just his position, but the thing on top of his shoulders as well. He immediately calls on his toughest, roughest, keenest, meanest Ninja. You! Your task, of course, is to set out and find the sword and punish Toranaga for his actions.

Sword of Honour is an Action/Adventure game. The screen shows you, the ninja, in a maze of different paths leading up, down, right and left. As you wander around them, you can collect all sorts of weapons like claws, ninja swords, a ball and chain, and "shuriken" - the throwing stars made famous by TV's Shintaro.

There are also valuable items to collect and trade with people along the way. If you want to get a set of "cat claws" from another warrior, you can either fight him, or give him something he wants like a magic ring.

You'll meet Ninjas, Samurais, who always want to fight, and more peaceable monks - if you help them find something they want, they will give you a buddha idol or a helpful hint to the game. There are also other hazards like stone statues that fire arrows, dragons who breathe flame, and falling boulders. Once you have collected all the essentials on a level, a path opens and, you're on to your next mission. You'll get five lives per game - not quite as many as a cat - and the next game restarts at the level you're on. You'll also still have most of the items from your last game still in your inventory.

The graphics aren't quite as good as the claims on the box, but they suit the game well. The music and sound effects are also very satisfactory.

FACTBOX

Sword of Honour is a medium grade beat-'em-up with a strong plot and well balanced levels. However, gameplay is a bit clunky on base level machines.

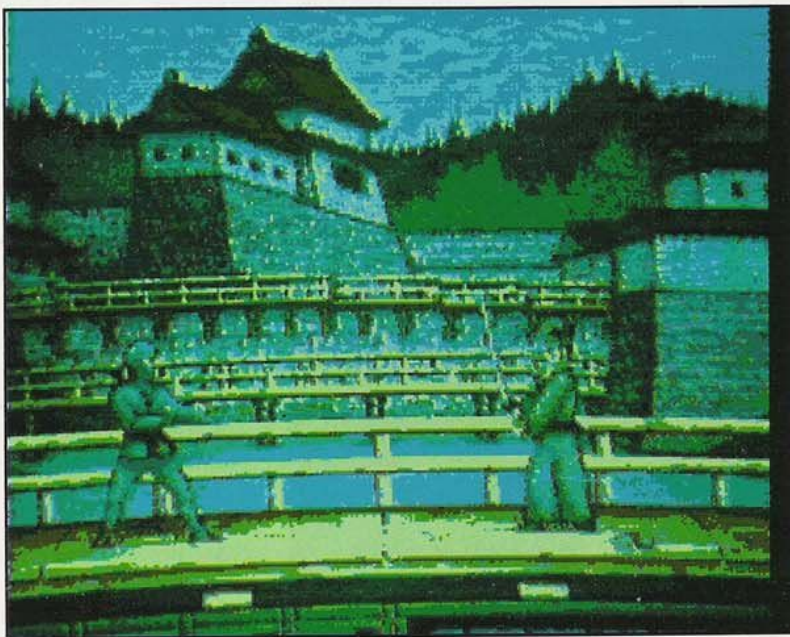
Ratings:

Graphics	67%
Sound	82%
Addiction	56%
Gameplay	60%
Overall	62%

Distributed by Mindscape (02)
899 2277. RRP \$59.95

Animations are very slow and bring the game down a lot - it's fine on a powerful machine like the new A1200, but if you have a A500 or A600 it takes about ten seconds to kick and knock your opponent over. Control can be by mouse or joystick, but I prefer joystick mode. The manual is very brief, with only six very small pages.

Overall, *Sword of Honour* is an average game. Good plot, a fair amount of depth - but let down a little by the gameplay.



Best of the Best Championship Karate

Juris Graney earns a black belt and a few black eyes as he investigates whether this martial arts extravaganza lives up to its name.

As the crowd around me erupts into applause, I stride into the ring. The faces in the crowd are blurred by the dazzle of the spotlights. But across the ring, I can see my opponent only too well. He calls himself "The Lord from the USA" - but I'm not going to bow down to him or anyone else.

He stares at me and snarls. I laugh, which makes it worse. The referee walks into the centre of the ring and calls us together. He speaks to us, but I don't respond, I'm staring into ol' Lord's eyes, looking for feeling, looking for a flaw in his armour. I see none.

The referee waves his arms in the air to signal the start of the fight. I move quickly into my stance and move around the ring. "The Lord" lunges at me with a right hook. I duck and weave and avoid the blow. I move in and perform a roundhouse kick to the head. It connects - his face cops the full brunt of my kick. His head whips back and he be-

gins falling. As he drops, I let him have a low axe kick to the shin, sending him flying to the deck. He doesn't move and I raise my arms in triumph as the crowd erupts in a roar...

Now back to the real world. *Best of the Best Championship Karate* is almost a reproduction of my old favourite, *Panza Kick Boxing*. In fact, it's the sequel, subtitled *Panza Gold Edition*. Everything is the same - the crowd, the referee, the moves and everything else. The only difference is an advanced stage at the end. When you've won a certain number of fights, you will be invited to participate in a Kumate. For the uninitiated, let me suggest you take a look at the movie *Blood Sport*, featuring Jean Claude Van Damme. Here's a quick definition - a kumate is a fight with no referee and no rules. Your only aim is to make your opponent hit the ground and stay down before you do. If you can do this then you will go to the next round. If not, then in most cases you

FACTBOX

Best of the Best Championship Karate is a top class example of a martial arts belt-em-up. Plenty of moves, plenty of options and slick presentation combine to make it a challenging and enjoyable game.

Ratings:

Graphics:	87%
Sound:	89%
Addictiveness:	91%
Playability:	92%
Overall:	91%

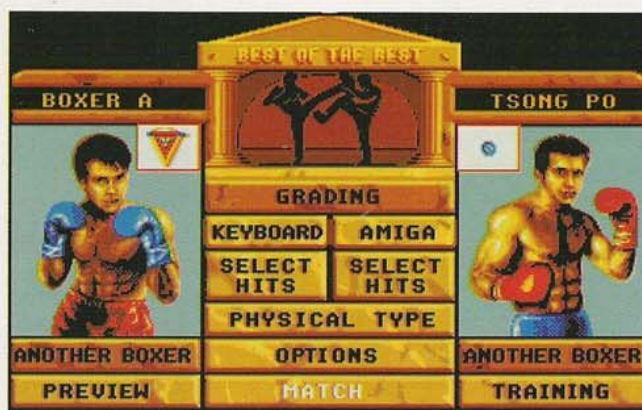
Distributed by Mindscape (02) 899 2277. RRP Amiga \$69.95.

die, or lose a heap of your attributes.

Best Of The Best Championship Karate has pretty good graphics - the only problem is that it's too similar to the original *Panza Kick Boxing*. The animation of your moves is excellent. Complex movements are a little slow, though most actions are fast and well drawn.

The sound of feet and hands connecting to midriff, leg or head are also well done. There's a plethora of options and moves plus a fair few opponents to fight against. There is also training which directly affects your attributes like reflexes, strength and resistance to your opponent's attacks.

If you haven't already realised, I absolutely love *Best of the Best Championship Karate*. It has depth which other games of this genre lack. The addictiveness and reality also surpass the rest in this class. □



You've seen the movie. You've seen the sequel. And you've probably even seen the sequel to the sequel. Now you can play the game! Putting on his best Mel Gibson looks, Laetone Gravolin checks out ...

LETHAL WEAPON™

The *Lethal Weapon* movie trilogy was okay. In fact some would say *Lethal Weapon* 1, 2 and 3 were actually good. The films starred Mel Gibson as Martin Riggs, a tough-guy cop from L.A. Danny Glover played Roger Murtaug, Riggs' trusty partner.

Since there were three films, the brains down at Ocean have taken parts from all three, added a plot of their own, and crunched it all on to one disk! You can choose to play either Riggs or Murtaug, but there's a catch; they both have certain strengths and weaknesses.

The main aim of the game is to fight your way through three missions, blowing bad guys into pieces and watching for falling barrels or missile launchers and other nasties. Unfortunately there is no two player mode so you're on your own. Once you have completed all three missions, there's a fourth level in which you can try to prove yourself as a number one cop.

After the game loads, you find yourself in the L.A. Police Station. From here, you can choose the mission you want, or change characters. If you've already completed a mission, you can go to the computer room and enter a code - this will let you pick up where you left off.

In the first mission you're in the harbour, and you have to retrieve drug money before the ship sails off. You start by racing through buildings, earning points for shooting bad guys.

Naturally, your character is not immortal. Each time you get shot, it slowly

wears down your bullet proof vest - when the life bar at the top of the screen runs down, you're dead.

Your ammo clips get used up at an alarming rate as well, so keep an eye out for spares - they can be hidden almost anywhere on the screen. Of course if you run out and can't find any more there is always the old kick and punch trick.

Most of the levels have moving parts - things like lifts, or little sharkies swimming on and off the screen waiting to eat you up, or swinging cranes and rolling barrels ready to knock you over and squash you flat. It all adds to the fun!

Mission Two is set in the sewer. Your aim here is to locate a bunch of terrorists and absolutely waste them, then find

FACTBOX

Lethal Weapon is a slick little platform hopping shoot-em-up. The combination of game styles works well, and the package is held together by well polished graphics and top class sound effects.

Ratings:

Graphics	84%
Sound	87%
Adiction	72%
Gameplay	81%
Overall	83%

Distributed by Sega-Ozisoft(02)
317 0000. RRP Amiga \$69.95.
C64 disk \$39.95. C64 cassette \$29.95.

the bomb they're planning to use to blow up the city.

Mission Three takes place in an old factory. A police officer has been kidnapped, and is being held for ransom. Can you get him out?

Perhaps some variety with some extra weapons would have been nice, though keep an eye out for the drums of fuel - they go off with a very nice bang!

Overall *Lethal Weapon* is a great little platform game, though it can get a little boring at some stages - my advice is, when it looks tough, keep at it. You'll eventually get through! □



The name of the game tells you exactly what you get when you slide along the bitumen on your backside. And Juris Graney has got plenty of it to show for his run in with the latest bike sim ...

Road Rash

As I pull on the helmet, my eyes scour the landscape. Tracks lead off into the bush at all angles. Some look like they haven't been used since Captain Cook was a kid, and some are brand new. I look down at the beast between my legs, a cool DT 250 Yamaha. I flick the engine switch on, fuel line clear. I carefully pry the kick starter rod from beneath the bike. Hand on the handle bars, I give an almighty kick and the beast beneath me comes alive.

And suddenly, I'm a new person.

A person without fear, willing to do anything - a man known only as Moe. I take off into the bush and quickly find a nice bit of tar. From behind me, I hear the roar of many engines. As I glance over my shoulder, I see an awesome sight - twenty bikers, all on brand new machines. I change up through the gears rapidly, finally reaching fifth gear. The throttle is pulled back to the maximum, and I'm cruising. Adrenalin pumping, I can't be stopped.

But suddenly, a 900cc monster is right at my side. And the guy on it looks mean. His free hand is gripping a

huge wooden club - and he leans towards me and swings. This guy means business! I duck and swerve, just managing to stay on the road. He swings again, and this time I'm ready - I grab for the club, rip it from his hands, and lunge back at him.

His bike wobbles, and careens off the road into a bush. I laugh - just as a car comes over the hill, rams me and sends me spinning in the air.

Sound like your idea of fun? Mine neither - at least, not in real life. But when you're playing *Road Rash*, it's different.

It's a bike racing game with a difference. Your main aim is to fly around the course and get to the checkered flag first. The only problem is that your opponents will do anything they can to stop you. Including kicking, fighting and smashing.

Road Rash is a cross between *Super Hang-On* and *Panza Kick Boxing*. The thing I like about it is that you can bash and smash to your heart's content, and not fly off the bike.

Mind you, there are a few problems with *Road Rash*. The first one is the

FACTBOX

Road Rash is front runner in the new genre of "smash-'em-up" games - mainly because at this stage it's about the only contender. Combining bike racing with bovver boy crash and burn tactics is a top idea, let down only by sluggish implementation. Here's another contender for an A1200 upgrade!

Ratings:

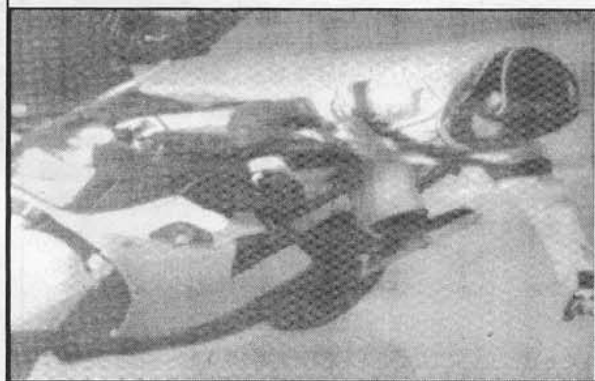
Graphics:	72%
Sound:	54%
Gameplay:	74%
Violence:	100%
Overall:	73%

Distributed by Electronic Arts
(075) 911 388. RRP \$39.95.

loading time. I timed the interval between putting the disk in my drive and when I actually started racing. The result is too shameful to publish - suffice to say, it's measured in minutes rather than seconds.

I was also disappointed by the slow reaction time of the bike on the road, and the limited number of movements. But if you plan ahead and keep these constraints in mind, you'll find the game is reasonably playable.

Road Rash could certainly do with some refining, but otherwise, it will go down in the history books as the first motorbike game complete with violence. The first adrenalin rush is great, and after playing the game for a few days, it's still quite enjoyable. □



MICHAEL SPITERI'S

Adventurer's Realm

Welcome, folks, to another batch of pages of the Realm, the part of the magazine that completely tunes and services adventure gamers and role players on the entire Commodore range of computers. If you're stuck in any adventure type game then you can either write to one of our 70 Clever Contacts scattered across the nation, or you can hassle Kerrie for some free hint sheets, or even go out and buy one of the Realm's hint books.

If all else fails, write to me here at the Realm or Kamikaze Andy at his Dungeon, and if we can't help you, we'll

put your problem on these pages for everyone to peruse. So, get to it, and send your problems, views, news, gossip, complaints, jokes or anything else to do with adventure games to: Adventurers Realm, 12 Bridle Place, Pakenham, Vic 3810.

Those stuck in role playing games might drop a line to Kamikaze Andy (he has heaps of hints, but no hint sheets - so don't ask him for any). His address is: Realm's Dungeon, PO Box 1083, Canning Vale, WA 6155.

Always enclose a stamped addressed envelope just in case we need to reply.

Free Hint Sheets

Kerrie, the Lady of the Realm, is doing somersaults in the huge pile of letters asking for hint sheets. All of them get answered, quite quickly most of the time. To be eligible for up to four hint sheets, just pick four from the list below, enclose a stamped addressed envelope and send it to: Kerrie's Free Hint Sheets, 12 Bridle Place, Pakenham, Vic 3810. Free hint sheets available are: *Monkey Island I*, *Monkey Island II*, *Space Quest III*, *Space Quest IV*, *Wonderland*, *Leisure Suit Larry III*, *Champions of Krynn*, *Kings Quest V*, *Pool of Radiance*, *Zak McKracken*, *Zork I*, *Zork II*, *Zork III*, *Bards Tale I*, *Bards Tale II*, *Bards Tale III*, *Hitchhikers' Guide to the Galaxy*, *Guild of Thieves*, *Jinxter*, *Pawn*, *Corruption*, *Faery Tale*, and the Clever Contacts Complete Listing 1993.

Realm's Super Hint Books

While you still have the chance to, get hold of your copy of the *Second Adventurers' Realm Hint Book*. \$10 will buy you a book packed with hints and tips for over 25 top notch adventure and role playing games, as well as pages and pages of mapping sheets. Order your copy now from Saturday Magazine Pty Ltd, 21 Darley Road, Randwick, NSW 2031, or phone (02) 398 5111 or fax (02) 398 5322.

Got it already? What about the *First Adventurers' Realm Hint Book*? For only \$9.00 you get a book containing hints and tips to over 40 adventure games. Send a cheque to Realm's First Hint Book, 12 Bridle Place, Pakenham, Vic 3810. Be quick, as we are down to a handful!

Realm's Adventure Trading Post

We don't just give free hint sheets away here at the Realm, we also allow you to place free ads in the Realm's Adventure Trading Post. You can advertise to swap, sell, search for, sing for, any adventure game you wish with the exception of pirated and other illegal stuff. Your classy ad will stay here for just one issue only. Write in again if you want to resubmit it.

Peter Colelough, 76 Scholey Street, Mayfield, NSW 2304 has the following games to sell or swap ... *Death Knights of Krynn*, *Black Crypt*, *Quest for Glory I*, *Countdown to Doomsday*, *Lord of the Rings I*, *Vengeance of Excalibur*, and a games pack featuring *Kings Quest 2*, *Space Quest 2* and *Police Quest 2*.

Andrew Hay of 10 Finschafen Street, Mt Isa, Qld 4825 owns a nice copy of *Lure of the Temptress*. He will sell it for

\$40, or swap it for *Monkey Island 2* or *Legend on the Amiga*.

Simon Valentine of Ravenswood Road, Lockwood, Vic 3539 has *Defender of the Crown*, *Batman the Movie*, and *Ghostbusters 2*, and he will only swap them for *Ghouls and Ghosts*, *Operation Wolf* and *Prince of Persia*. Send the game with the letter stating what game you require. If it has gone already, Simon will send it back pronto.

Vanessa Freeman of Unit 7/5 Meredith Avenue, Lemon Tree Passage, NSW 2301 is in the market for *Space Quest III* or *Space Quest IV* for the Amiga.

Jason West of 74 Matthews Avenue, Seaton, SA 5023 has the following C64 games for sale ... *Hammerfirst*, *Time Machine*, *Manchester United Europe*, and *Tusker*.

Everybody can jump in the air with glee thanks to Noel McAskill who has sent in hint sheets for *Mortville Manor* and *Maupiti Island*. These will join the list of free hint sheets next month as a combined hint sheet. Thanks, Noel!

Stuart George is really getting into this recent Realm habit of reminiscing about the days gone by in adventure games ... "Because I never had the chance to buy the original Infocom games (I just missed out on buying *The Hobbit* in the Trading Post) when they first came out and had the extras in the box, I became pretty excited to hear they were going to bring out a new *Zork*. I was eager to get *Leather Goddesses 2* but after reading a few reviews and hearing that it was too easy and it had icons, I didn't. If Activision use the icons in the new *Zork* then they have lost me. To me, the name *Zork* represents text adventures and each installment gets harder than the previous one. Somehow the new *Zork* is going to break all those rules, and because the name *Zork* carries a bit of weight, I

Realm's Adventure Chat

think a lot of people will buy the game just because of its name. I think a lot of adventurers are going to be disappointed."

Mike: Firstly, to all those adventurers out there who joined the ranks of adventure gaming in the last couple of years - you've all really missed out on some classic adventure games. The Australian-produced *Hobbit* was an absolutely engrossing story that broke new ground in graphic adventure games. As for the original Infocom games - they were very pricey, but way ahead of their time, and opening an Infocom package was like opening presents on your birth-

day - they were full of little treats that added greatly to the atmosphere of the products. I do hope the new *Zork* lives up to its predecessors, if it is to regain its former glory it must be done properly. Now it might work well as an icon driven game, who knows! We'll give them the benefit of the doubt first, though.

Meanwhile, if you want to pay another visit to the old house with the mailbox and trapdoor, it exists in Legend's *Eric the Unready* - a hilarious adventure game by ex-Infocom star Bob Bates that parodies classic adventure games, movies and TV shows. Even better, it is a true text adventure with all the Infocom trademarks, with some graphics and icons for the newer adventure breed. Currently available on PC (see May issue of *PC Review*) for \$79.95 from Ozisoft.

Finally, a big thanks to Stuart for his comments, and for the *Future Wars* hint sheet, which will also make its way to the Free Hint Sheets list over the next couple of months.

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Clever Contacts

Write to Kerrie in the Hint Sheet Dept for a complete listing of Clever Contacts. If you didn't know, Clever Contacts are adventurers from all over Australia who have donated their time to answering your problems. They normally specialise in a number of games, in most cases having completed them.

If you use the services of a Clever Contact, make sure you enclose a stamped addressed envelope and some money to cover any photocopy, printing or extra postage costs. If you are happy with the services of a Clever Contact, let me know. Entertainment Guru Phil Campbell and myself have our heads together thinking of a rich competition open to just the Clever Contacts for their great efforts. Details will be printed in a couple of months' time.

Back to business, Stuart George of 68 Sharon Road, Springvale, Vic 3171

can help in many, many adventure and roleplaying games, and he'd like to announce an update to his listing ... *Curse of Azure Bonds, Heroes Quest I, Future Wars, Infidel, Hitchhikers' Guide, Magic Candle, Manhunter II, Zork Zero, Buckaroo Banzai, Witness, Conquests of Camelot, Indy and the Last Crusade, Zork I, Zork II, and Lurking Horror.*

New Clever Contact is Jason West of 74 Matthews Avenue, Seaton, SA 5023, and he can help out in *Maniac Mansion, Deja Vu, Zork, and Famous Five.*

Also new is Peter Colelough of 79 Scholey Street, Mayfield, NSW 2304. He can help in *Black Crypt, Death Knights of Krynn, Quest for Glory I, Countdown to Domsday, Kings Quest II, Space Quest II, and Police Quest II.*

Finally, a big thanks to all our Clever Contacts for doing a great job!

Help, Help & more Help or the Smart Adventurers Dept.

Cathi Cherry of the club Friendz and Contax (30 Bayview Road, Lauderdale, Tas 7021) comes to the rescue of Neville Bettridge who in March was stuck in *Cranmore Diamond*. Cathi writes ... "Once you have the diamond, make your way to the storeroom. Climb on a chair to the roof and use the torch to signal the helicopter."

Neville was also stuck in *Shifting Sands*. Cathi writes ... "Catch Cobra into the basket. I don't know about the tarantula - I haven't got that far yet!"

Trent Yarwood of Brunswick Heads in NSW comes to the rescue of Simon Vaughan who back in February was stuck in *Ultima V*. Trent writes ... "The Sandalwood Box found in British's Chamber isn't designed to be used by the player but it is necessary to take it into the Underworld on the mission to rescue Lord British. The Amulet of Lord British is also used on the final stage of the game. After entering the Underworld (through the dungeon Shame), fly on the magic carpet (also in British's Chamber) as far east as possible, then use a gem. An area of grassland should be visible. Cast IN POR (blink) to the east, then magic carpet to the island. Use the Amulet here, then enter one of the lava flows. Head for the centre of the island until a dark area is found. Enter, and use a gem. The entrance to the Dungeon Doom should be visible. Enter this dungeon, the Dungeon of No Return. In regard to Mystic Weapons, talk to Telila (the Inn's cleaning lady) who will direct you to the Cove and Ambrose. Ambrose is in the healers and only awakes at midnight - he then tells how to find the Weapons by entering the dungeon Hythloth."

Mike: Thanks, Trent, for that hint!

Problems, Problems & more Problems or the Troubled Adventurers Dept.

A person with no name writes ... "Could you please help me with a very annoying game called *Goblins II*? I've passed on to the second stage and feel very proud just to get that far, but I have run into trouble in Vivalgard's house or however you spell it. I cannot get the

peg off the tube no matter what I do! I have the worm, bone, rock, bottle and sausage. Please help!"

Mike: Well only an adventurer would have trouble getting a peg off a tube while carrying a sausage and a worm.

Wait, more problems, this time in *Enchantia* ... "How do I operate the wishing well, as it has an out of order sign on it and I cannot use the coin on it? How do I catch those little gray spongy creatures? How do I get the string out of the hole in the cave?"

Mike: Little gray spongy creatures? Ahem. Next!

Jason West (see Clever Contacts for address) would like any help in the *Detective, Imagination, and Jack the Ripper 2.*

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Carsmeat by Mike Vunck

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AMIGA 4000



No Problem

Specifications

Microprocessor

A4000/40 - Motorola 68040 at 25Mhz
A4000/30 - Motorola 68EC030 at 25Mhz

Interfaces

One serial & one parallel port
External floppy drive port
Stereo audio output for hi-fi or monitor
RGB monitor / video port
Mouse & joystick game ports
Internal AT IDE Hard Disk interface

Storage

120Mb IDE Hard Drive
1.76Mb/880K High Density Floppy drive
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1x5.25" mounting bay

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